TRICKS & STRATEGIES FOR PS ONE AND PS2 | Ready 2 Rumble Round 2, Final Fantasy IX, Tony Hawk's Pro Skater 2

ZIFF DAVIS

February 2001
ISSUE 41

OFFICIAL U.S. PlayStation MAGAZINE

OVER 40 PS2 PREVIEWS

Silent Hill 2
Devil May Cry
Rayman Revolution
Ace Combat 4
Shadow of Destiny
Dark Cloud

Official U.S. PlayStation Magazine Issue 41 (February 2001)

From the Mind of
Metal Gear Solid

Z.O.E.

ZONE OF THE ENDERS

ALL-NEW METAL GEAR SOLID 2 SCREENS

OVER 45 REVIEWS INCLUDING TOMB RAIDER CHRONICLES

2001: YEAR OF THE VIDEOGAME MOVIE

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Weather

Today's temperatures and forecasts across the nation.

c	cloudy	**sf**	snow flurries	**sn**	snow
pc	partly cloudy	**sh**	showers	**t**	thunderstorms
r	rain	**s**	sun	**hw**	high winds

°Fahrenheit

Below 10	10s	20s	30s	40s	50s	60s	70s	80s	90s	100s

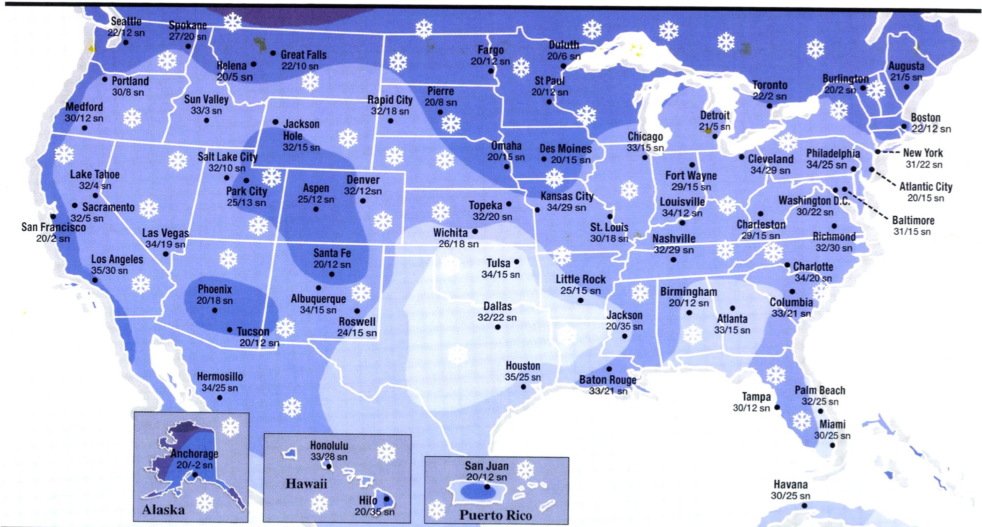
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

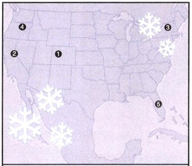
Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com. Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229

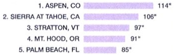

Seattle 22/12 sn
Spokane 27/20 sn
Helena 20/5 sn
Great Falls 22/10 sn
Portland 30/8 sn
Medford 30/12 sn
Sun Valley 33/3 sn
Jackson Hole 32/15 sn
Rapid City 32/18 sn
Pierre 20/8 sn
Fargo 20/12 sn
Duluth 20/6 sn
St Paul 20/12 sn
Toronto 22/2 sn
Burlington 20/2 sn
Augusta 21/5 sn
Boston 22/12 sn
Detroit 21/5 sn
Chicago 33/15 sn
Omaha 20/15 sn
Des Moines 20/15 sn
Salt Lake City 32/10 sn
Park City 25/13 sn
Lake Tahoe 32/4 sn
Sacramento 32/5 sn
San Francisco 20/2 sn
Las Vegas 34/19 sn
Los Angeles 35/30 sn
Aspen 25/12 sn
Denver 32/12sn
Topeka 32/20 sn
Kansas City 34/29 sn
Wichita 26/18 sn
St. Louis 30/18 sn
Fort Wayne 29/15 sn
Louisville 34/12 sn
Cleveland 34/29 sn
Philadelphia 34/25 sn
New York 31/22 sn
Atlantic City 20/15 sn
Washington D.C. 30/22 sn
Baltimore 31/15 sn
Charleston 29/15 sn
Richmond 32/30 sn
Nashville 32/29 sn
Charlotte 34/20 sn
Tulsa 34/15 sn
Santa Fe 20/12 sn
Phoenix 20/18 sn
Albuquerque 34/15 sn
Roswell 24/15 sn
Tucson 20/12 sn
Little Rock 25/15 sn
Birmingham 20/12 sn
Columbia 33/21 sn
Dallas 32/22 sn
Jackson 20/35 sn
Atlanta 33/15 sn
Hermosillo 34/25 sn
Houston 35/25 sn
Baton Rouge 33/21 sn
Tampa 30/12 sn
Palm Beach 32/25 sn
Miami 30/25 sn
Havana 30/25 sn
Anchorage 20/-2 sn
Alaska
Honolulu 33/28 sn
Hawaii
Hilo 20/35 sn
San Juan 20/12 sn
Puerto Rico

	Snow	Tuesday	Wednesday	SQI
Atlanta	33/15	Snow 33/15	Snow 33/15	Icy
Baltimore	31/15	Snow 42/31	Snow 41/35	Fresh Powder
Boston	22/12	Snow 20/8	Snow 22/10	Fresh Powder
Charlotte	34/20	Snow 20/12	Snow 20/8	Icy
Chicago	33/15	Snow 20/18	Snow 22/5	Fresh Powder
Cleveland	34/29	Snow 27/18	Snow 25/11	Hard Pack
Detroit	21/5	Snow 30/18	Snow 34/22	Fresh Powder
Houston	35/25	Snow 42/32	Snow 44/31	Fresh Powder
Kansas City	34/29	Snow 39/30	Snow 38/12	Fresh Powder
Los Angeles	35/30	Snow 40/22	Snow 44/31	Fresh Powder

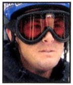
Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow 32/29	**Snow** 31/22	**Snow** 34/25	**Snow** 20/18	**Snow** 30/8	**Snow** 32/10	**Snow** 20/2	**Snow** 30/18	**Snow** 30/12	**Snow** 30/22
Tuesday: Snow 28/17	**Tuesday:** Snow 35/25	**Tuesday:** Snow 30/25	**Tuesday:** Snow 32/15	**Tuesday:** Snow 25/12	**Tuesday:** Snow 27/18	**Tuesday:** Snow 18/4	**Tuesday:** Snow 28/16	**Tuesday:** Snow 20/2	**Tuesday:** Snow 33/15
Wednesday: Snow 24/18	**Wednesday:** Snow 34/20	**Wednesday:** Snow 33/25	**Wednesday:** Snow 32/14	**Wednesday:** Snow 26/12	**Wednesday:** Snow 24/14	**Wednesday:** Snow 12/2	**Wednesday:** Snow 24/12	**Wednesday:** Snow 24/6	**Wednesday:** Snow 29/2
SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Icy	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder



HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS



Weekend sports weather

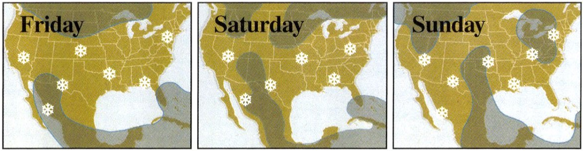

Jones

Dakides

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational…For the third straight week, football stadium attendance will be significantly lower due to heavy snow… Record crowds should continue at mountain resorts nationwide.

TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.	**Hard Pack:** A prime opportunity to work on your half-pipe prowess.	**Icy:** A bad day riding still beats a great day working.


Friday
Saturday
Sunday

Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

PlayStation®

Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

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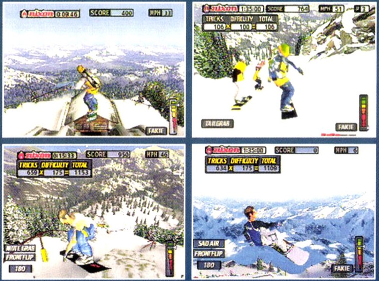
SCORE 400
MPH 33
FAKIE
SCORE 764
MPH 51
TRICKS DIFFICULTY TOTAL
106 X 100 = 106
TAILGRAB
FAKIE
SCORE 950
MPH 46
TRICKS DIFFICULTY TOTAL
659 X 175 = 1153
MUTE GRAB
FRONTFLIP
180
SCORE 0
MPH 6
TRICKS DIFFICULTY TOTAL
634 X 175 = 1109
SAD AIR
FRONTFLIP
180
FAKIE

PlayStation
CoolBoarders 2001
E

EVERYONE
E
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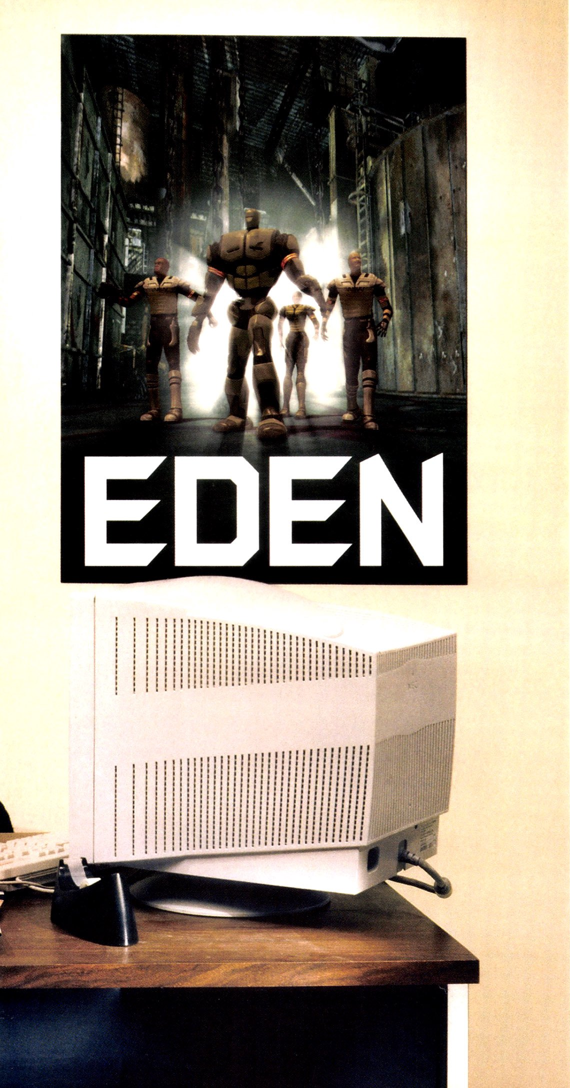

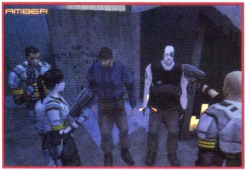

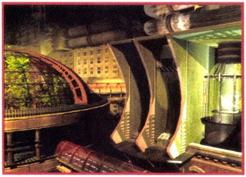

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AS SEEN ON TV
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ALSO GOOD
100 HEAVY-DUTY STAPLES

MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore

SECRET LEVEL

Dreamcast™

PlayStation®2

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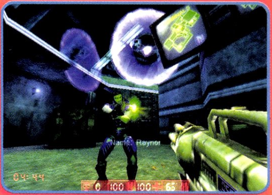
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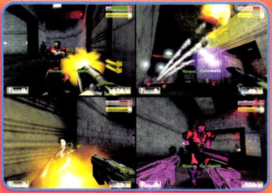
Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.



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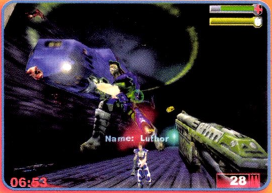
Name: Luthor
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28

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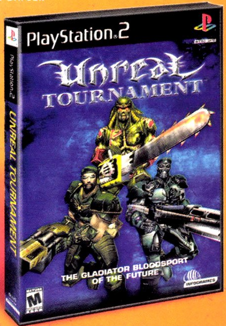
PlayStation 2
Unreal Tournament
THE GLADIATOR BLOODSPORT OF THE FUTURE
INFOGRAMES

OFFICIAL U.S.
PlayStation
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www.scalzi.com

ZOE FLOWER

A reporter and producer for Canadian TV show *Electric Playground*, Zoe bares her soul this month as she describes the pain of growing up being a girl who's into gaming.
www.elecplay.com

CHRIS GORE

Editor of *Film Threat* and regular columnist here on *OPM*. Chris knows enough about movies to frighten the average adult. He is quite a busy man. Check him out at
www.filmthreat.com

PENNY ARCADE

The finest cartoonists the games industry has ever seen have a home here in the *Official U.S. PlayStation Magazine* each month. Check out the regular updates on their Web site:
www.pennyarcade.com

YUTAKA OHBUCHI

Our Japanese correspondent is frequently responsible for some of the more bizarre international coverage in the magazine. This month, though, he brings us behind-the-scenes information for our exclusive cover story.

Official U.S. PlayStation Magazine Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine* (*OPM*) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH

TRICKS & STRATEGIES FOR PS ONE AND PS2
Ready 2 Rumble Round 2, Final Fantasy IX, Tony Hawk's Pro Skater 2
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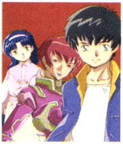

Z.O.E. • 76

This is one that really has to be seen to be believed. Don't let the fact that it's essentially a big robot game put you off. This is big robot gaming from the mind of Metal Gear creator Hideo Kojima. Certainly one of the most exciting games we've ever seen—and it plays like an absolute dream.

2001: YEAR OF THE VIDEO GAME MOVIE • 24

Two of the year's surefire blockbuster movies are based on video game franchises. Both *Final Fantasy: The Spirits Within* and *Tomb Raider: The Movie* will be in theaters this summer. Check out cool new pix of both.

ALL-NEW METAL GEAR SOLID 2 SCREENS • 62

Always an event, Konami has recently released a host of new Metal Gear shots, PLUS we've been lucky enough to see the thing in motion. And yes, it really does look as good as you'd hope.

OVER 40 PS2 PREVIEWS • 52

2001 is going to be such a fantastic year for PS2 games, and we've got cool screens for the first batch. Make sure you check out Silent Hill 2 to get a glimpse of the future of the survival horror genre.

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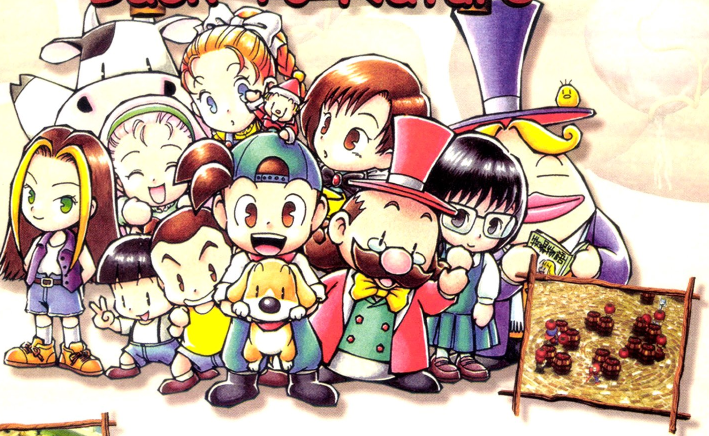
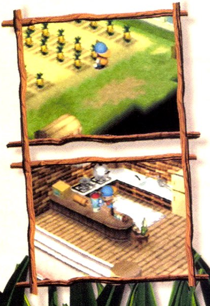
It's A Different Kind of RPG . . . .

HARVEST MOON®

Back To Nature





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Queen

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Stupid stuff from the world of PlayStation.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

John Davison
Editor in Chief

Oooooooh!

Our office in San Francisco shares space with our sales and marketing department as well as with some of the "higher-ups" at our company. As you can probably imagine, there's an eclectic mix of people working there with varying tastes and degrees of appreciation for the video gaming art. There's a huge Sony WEGA TV in the demo room in the middle of the office, and we can often be found crowded around it playing the latest games. It's not often that the whole office is compelled to come in and take a look. When we got our hands on an exclusive playable copy of Z.O.E. in the office this month though, everyone came to gawk. It's a bona-fide head-turner, a real show-stopper...it's gob-smacking. Normally I wouldn't think that the idiosyncratic Japanese "big robot" game could be so appealing, but Z.O.E. clearly has what it takes. Everyone who saw it stopped in their tracks and was itching to pick up the joypad and try it. Not only does it look fabulous with its spectacular pyrotechnics and gloriously smooth images, but it's also a dream to play. The entire office was transfixed immediately. It's compelling, intuitive and rewarding. What more could you possibly want? Believe us...no matter how excited we seem about Z.O.E., we'll be even more so when it comes out in March.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH

February 2001
OFFICIAL U.S. PlayStation MAGAZINE
SUBSCRIBE TODAY: 303-665-8930
NTSC U/C
PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB
SONY
COMPUTER ENTERTAINMENT
PLAYABLES:
Crash Bash (E)
Spyro: Year of the Dragon (E)
Star Wars Demolition (T)
Cool Boarders (E)
Mort the Chicken (E)
You Don't Know Jack Mock 2 (T)
COMMERCIAL:
What's your anti-drug?
COMPACT disc

PLAYABLE DEMOS

CRASH BASH EVERYONE

Crash and his most competitive buds are hopping into a party game and you're invited. Jump up and dust off that multitap and invite three buddies over for Crash's last party on the PS one. The game features 30 different mini-games, but you'll have access to three of them: Pogo Painter, Polar Panic and Pogo-A-Gogo.

SPYRO: YEAR OF THE DRAGON EVERYONE

If you don't think games with little cutesy purple dragons are your cup of tea, this one has what it takes to prove you wrong. Spyro is a blast, regardless of what color the fearless hero might happen to be. Give it a floor run—we bet it will surprise you.

STAR WARS DEMOLITION TEEN

How many times have you found yourself daydreaming of heading out in a landspeeder and blasting away at a rocket pack-equipped Boba Fett? Don't be ashamed! So have we. Here's a game where Vigilante 8 meets Yavin 4—and you're invited to the shoot-'em-up.

COOL BOARDERS 2001 EVERYONE

What's finer than cruising down the white bunny slopes of some gargantuan mountain? Yes, with January's marmoreal freeze here to keep everyone indoors, what better way to act like you're out snowboarding than whipping out a PlayStation controller and getting to it.

MORT THE CHICKEN EVERYONE

There are chicken games and there are poultry games. We're not exactly sure which this is, though the argument is raging around the office. Regardless, Mort's a charming chicken who clucks around while you lead the way. You'll laugh, you'll cry. All because of Mort.

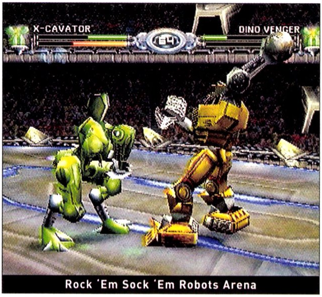
YOU DON'T KNOW JACK MOCK 2 TEEN

Many a PS one owner has intimate knowledge of the YDKJ series, and for good reason. It's great. While this demo only features five questions in the new style, you'll probably miss the old announcing standby, Raoul. We think he's off being a missionary in India. Who can blame him?

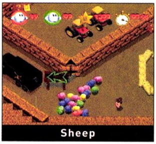
But enough about us...

What do *you* think?

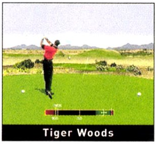
Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*



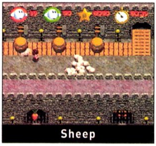
Rock 'Em Sock 'Em Robots Arena



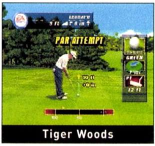
Sheep



Tiger Woods



Sheep



Tiger Woods

Rock 'Em Sock 'Em Robots

Publisher Mattel Interactive
Developer Paradox
Web Site www.mattel.com

Mattel is gearing up for a huge new launch of the Rock 'Em Sock 'Em Robots franchise next year, so what better way to kick it off than with a fighting game starring the new characters? You're able to check out all the new bots in the game now, and then collect the action figures when they hit stores in the near future.

The basic concept of the game is pretty cool (you battle in tournaments and gain money for parts, or steal parts off of others), but the actual **gameplay keeps it from appealing to hardcore fighting game fans**. Developed by Paradox, who've also handled X-Men: Mutant Academy and Wu-Tang: Shaolin Style, Rock 'Em Sock 'Em Robots follows the team's tradition by delivering an overall solid fighting game experience, but with little depth.

The overall presentation of Rock 'Em Sock "Em Robots is perfect, with **really good graphics for the PS one**, an upbeat techno soundtrack, flashy menus and a cool CG intro. But the actual gameplay leaves a lot to be desired. Some of this is likely due to the nature of the robots (they're a bit slow and clunky), but some of this is also due to the scarcity of good fighting action (such as combos) and some unbalanced gameplay. So what it basically comes down to is that if you're looking for a good robot fighter—and can handle the lack of depth—check this out.

Final Score ●●●

Sam Kennedy

Players: 1-2
Memory Card: 1 block

Rugrats in Paris: The Movie

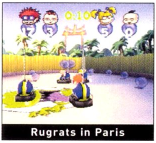
Publisher THQ
Developer Avalanche
Web Site www.thq.com

Though this certainly isn't the most impressive kid game I've ever seen, Rugrats in Paris does have a few things going for it. The game consists mostly of running around a giant amusement park and participating in a collection of mini-games, like miniature golf, target practice and bumper cars. Though none of these are mind-blowing; they are **entertaining for kids of various ages**. However, the touchy controls and poor collision detection may make trouble for really young kids.

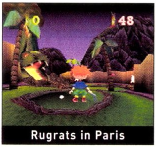
Final Score ●●●

Joe Rybicki

Players: 1-2
Memory Card: 1 block



Rugrats in Paris



Rugrats in Paris

Sheep

Publisher Empire Interactive
Developer Minds Eye Productions
Web Site www.empire-us.com

There I am, about a third of the way through Sheep, when I get stuck. I'm on the final and most difficult level of this particular world, and the only breed of sheep I have left to choose from is the Long Wool, arguably the dumbest of the dumb. And I...just... cannot...get them...to do what I want. Argh! Crap! Motherflocker!

So I'm seething as my flock is reduced again and again to so much mutton. Eventually I just give up.

And that's the problem with Sheep. A brilliant idea, a fun game, but it's **ultimately undone by some annoying design flaws and bugs**. Like the fact that every time you start a level, it switches off the analog, forcing me to waste a few precious seconds to switch it back on. Also vexing is the lack of a "Retry" option: Fail to complete a level, and it's game over, time to reload from your past save. Which brings me back to my first point. Since you basically need to save after each level, and there's only one save file allowed on a memory card, you're stuck with the choices you made in the prior levels. You can't use a sheep breed you've already rescued, you can't change herders. You can easily get saddled with a flocking mess, just like I did.

Yet Sheep is **still one of the most quirky, innovative games out there**. If it were just $10, I might not have been so bothered by all the bugs. But at full price, it's more of a rental.

Final Score ●●●

Gary Steinman

Players: 1-2
Memory Card: 1 block

Tiger Woods PGA Tour 2001

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I have to say that this is certainly a very accessible game. The controls, while a little unusual, are comfortable and surprisingly simple to adapt to. Your swing is controlled by taps up and down on the analog stick, and although **at first this feels terribly weird**, it does make things remarkably intuitive. I was whacking off 250-yard drives in no time at all...and Tiger informed me on numerous occasions (in his dreary manner) that I'd "killed it." I assume that's good... I hit the ball pretty far, anyway.

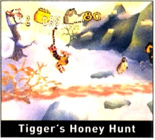
If anything, **the way I adapted to the control scheme was actually what led me to my doubts about the game**. Once I'd come to grips with balancing the ratings of the clubs, and was managing to wallop them hard enough, I was achieving par or better on all the holes. Before I knew it I'd actually won my first game. If the leaderboard screen had been easier to read throughout I'd maybe have gotten more excited before the end. Further games revealed that yes, I am apparently some kind of golf god—something I wasn't previously aware of, and also an indication that something is probably amiss.

Moving into the other modes; like stroke play, tournament, match play (for multiple players) and finally to the skins game, I have to say I was tempted to play Todd for real money. I'd have kicked his ass and been able to pay my Christmas credit-card bill.

Final Score ●●●◖

John Davison

Players: 1-4
Memory Card: 1 block



Tigger's Honey Hunt

Tigger's Honey Hunt

Tigger's Honey Hunt

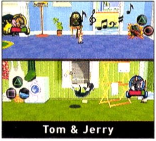
Publisher NewKidCo
Developer Realtime
Web Site www.newkidco.com

Geared toward preschoolers, Tigger's Honey Hunt was a big hit with our 4-year-old critic—so much so that she didn't want to give the game up! The gorgeous graphics and straightforward 2.5D platforming gameplay make this **good fun for kids of all ages**, since the wide selection of secrets and hidden items provide incentive for older kids to play. Throw in a few simple minigames and you have a rarity in the world of kid games: one that hits its target age with precision and quality.

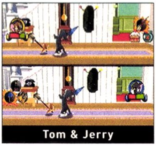
Final Score ●●●●

Bob and Kelsey Conlon

EVERYONE **E** **Players: 1-4 Memory Card: 1 block**



Tom & Jerry



Tom & Jerry

Tom and Jerry in House Trap

Publisher NewKidCo
Developer Warthog
Web Site www.newkidco.com

Cat chases mouse. Mouse retaliates. It's the plot of pretty much every episode of the classic *Tom and Jerry* cartoon—and it's exactly what kids should expect from House Trap. Keep in mind, though, I said *kids*—**anyone above the age of 10 won't feel entertained for very long** in this game, even though it perfectly captures the essence of what the duo who inspired Itchy & Scratchy is all about.

The gameplay and overall perspective of House Trap might remind some of you of Spy Vs. Spy on the NES. Whether you're playing as the Gene Autry-friendly mouse against his computer-controlled feline nemesis or you're partaking in some two-player action, you'll view everything through the same horizontal split screen. And almost all of the game's 15 levels (most of which offer little variety, often featuring the same rooms) revolve around the **simple yet fun objective of beating your opponent to a pulp** with mallets, tree limbs, pieces of cake, beach balls...whatever you can find lying around the house. It's also amusing to set traps that might, for example, burn your rival to a crisp with an oven or chop him to bits using a lawnmower.

It's good to see that Warthog has stayed true to what Tom and Jerry is all about—good old-fashioned comic mischief. Have fun, kids.

Final Score ●●●

Chris Baker

EVERYONE **E** **Players: 1-2 Memory Card: 1 block**

Tonka Space Station

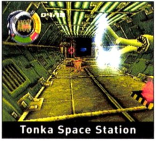
Publisher Hasbro Interactive
Developer ImageBuilder Software
Web Site hasbrointeractive.com

Tonka Space Station provides an interesting mix of gameplay for kids who like all their toys to be Tonka tough. It holds you responsible for building a space station complete with centers for agriculture, housing, communications and more. But things always go wrong, of course, and you're required to maintain things by correcting the problems via one of nine different moderately amusing vehicle-based minigames. It **might be a little too advanced** for some kids, though, as not listening to Tonka Joe's instructions can cost you.

Final Score ●●◖

Chris Baker

EVERYONE **E** **Players: 1 Memory Card: 1 block**



Tonka Space Station

Tonka Space Station

Walt Disney's Jungle Book Rhythm n' Groove

Publisher Ubi Soft
Developer Disney Interactive
Web Site www.ubisoft.com/usa

It's hard to label a game as a copycat when the game it's copying isn't even out yet. But in the case of Rhythm n' Groove, you're basically getting a Disneyfied version of Konami's Dance Dance Revolution (well, at least one that isn't the *actual* Dis-neyfied version of DDR; see Previews).

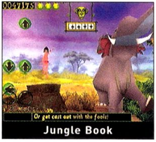
So if you're familiar at all with DDR, then you know exactly what to expect from Rn'G. As the "man cub" Mowgli (or one of nine others outside of Story Mode), it's up to you to show that you can do the jungle boogie by pressing an indicated direction at the designated time. It's **simple, yet quite fun and reasonably addictive**. Rn'G actually adds a gameplay element not seen in DDR, as well, by throwing in some power-ups that can be accessed by performing extra button combinations. To top it all off, there are some great computer-generated cutscenes re-creating scenes from *The Jungle Book*.

All of this is amusing enough through use of a standard controller, but it's not until you plug in the optional dance pad that you really start to enjoy yourself. However, with **only nine songs** to shake your booty to—and only two actually coming from the film—you'll most likely beat the game at any difficulty setting in less than an hour. But that's OK—Rn'G is clearly aimed at a younger audience. Just call it DDR Jr.

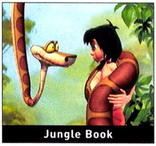
Final Score ●●●

Chris Baker

EVERYONE **E** **Players: 1-2 Memory Card: 1 block**



Jungle Book



Jungle Book

Warriors of Might and Magic

Publisher 3DO
Developer 3DO
Web Site www.3do.com

Like Crusaders of Might and Magic, Warriors is something of a pleasant surprise. 3DO has fixed a good number of the problems that plagued the original, most especially the shoddy camera and complex, hyper-sensitive controls. Not everything is improved, but there are enough adjustments to justify this sequel.

The graphics, for example, have been improved overall. Though some areas remain disappointingly bland, the textures, monsters and spell effects are all mostly improved. Furthermore, the game has gone through some simplifications. One big change is the removal of the various position-based and combo attacks. Though I would have preferred these to be tuned to the point of greater usability, the result is **a simpler, more straightforward, action-oriented game**.

Unfortunately, this is also the biggest problem with Warriors. The game is so straightforward (collect items, open doors, kill stuff, rinse and repeat) that it ends up being exceedingly easy. How easy, you ask? Well, **I beat it in an afternoon**, from start to finish, finishing 100 percent of nearly every level.

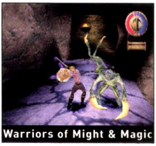
I can't rate a game this short too highly, but the improved story, RPG elements, solid controls and overall shined-up package make for a good rental choice.

Final Score ●●●

Joe Rybicki

TEEN **T** **Players: 1-2 Memory Card: 2 blocks**

Warriors of Might & Magic



Warriors of Might & Magic

The Wild Thornberrys: Animal Adventures

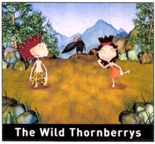
Publisher Mattel Interactive
Developer KnowWonder
Web Site www.mattelinteractive.com

Not having watched Nickelodeon since the heyday of *Ren & Stimpy*, I can't say I really know all that much about the *Wild Thornberrys* cartoon. However, if this game is any indication, I'm not missing out on much. Animal Adventures features some nice cutscenes, which set up a series of minigames styled after classics like Frogger, Simon and Pac-Man—only they're **boring, ugly and often hard to control**. No sir, I don't like it.

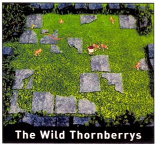
Final Score ●◖

Chris Baker

EVERYONE **E** **Players: 1 Memory Card: 1 block**



The Wild Thornberrys



The Wild Thornberrys

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Armored Core 2	Agetec	●●●	39
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Dynasty Warriors 2	Koei	●●●●	38
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
Evergrace	Agetec	●●	39
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Gradius III and IV	Konami	●●◖	39
Gungriffon Blaze	Working Designs	●●●◖	39
Kessen	EA Games	●●●	39
Madden NFL 2001	EA Sports	●●●●◖	38
Midnight Club	Rockstar	●●●●	39
Moto GP	Namco	●●●●	39
NASCAR 2001	EA Sports	●●◖	40
NFL GameDay 2001	Sony CEA	●	40
NHL 2001	EA Sports	●●●●	38
Orphen: Scion of Sorcery	Activision	●●●	39
Q-Ball Billards Master	Take 2	●●●◖	40
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Ridge Racer V	Namco	●●●●◖	38
Silent Scope	Konami	●●●	39
Silpheed: The Lost Planet	Working Designs	●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
SSX	EA Sports BIG	🔴🔴🔴🔴🔴	38
Street Fighter EX 3	Capcom	●●●◖	39
Summoner	THQ	●●●	39
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
TimeSplitters	Eidos Interactive	🔴🔴🔴🔴🔴	39
Unreal Tournament	Infogrames	●●◖	40
Wild Wild Racing	Interplay	●●●	39
X Squad	EA Games	●●●◖	38

PS one Review Archive

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	🔴🔴🔴🔴🔴	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	🔴🔴🔴🔴🔴	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●◖	39
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Land, Sea, Air	3DO	●◖	39
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Interactive	◖	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Castlevania: SotN	Konami	🔴🔴🔴🔴🔴	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Chessmaster II	Mindscape	●●●◖	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	🔴🔴🔴🔴🔴	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colin McRae Rally 2	Codemasters	🔴🔴🔴🔴🔴	40
Colony Wars	Psygnosis	🔴🔴🔴🔴🔴	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	🔴🔴🔴🔴🔴	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	🔴🔴🔴🔴🔴	26
CyberTiger	EA Sports	●●●●	27
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
Dune 2000	Electronic Arts	●◖	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS Game Night	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Interactive	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	🔴🔴🔴🔴🔴	1
Final Fantasy VIII	Square EA	🔴🔴🔴🔴🔴	25
Final Fantasy IX	Square EA	🔴🔴🔴🔴🔴	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Interactive	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Interactive	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Interactive	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	🔴🔴🔴🔴🔴	9
Gran Turismo 2	Sony CEA	🔴🔴🔴🔴🔴	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
Incredible Crisis	Titus	●●●◖	38
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Interactive	●●●●	17
Jeopardy! 2	Hasbro Interactive	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	🔴🔴🔴🔴🔴	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Rock Raiders	Lego Media	●	37
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	🔴🔴🔴🔴🔴	25
Madden NFL 2001	EA Sports	🔴🔴🔴🔴🔴	37
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mass Destruction	ASC	●●◖	3
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39

Game	Publisher	Score	Issue
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●◖	20
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Interactive	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Interactive	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Interactive	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Interactive	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●◖	35
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Interactive	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spin Jam	Take 2 Interactive	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiny Tank	Sony CEA	●●◖	16
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Interactive	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Interactive	●●●●	17
Wheel of Fortune 2	Hasbro Interactive	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
Worms Armageddon	Hasbro Interactive	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

This Month's Strategies

Ready 2 Rumble Round 2 104-105

Tony Hawk's Pro Skater 2 106-107

Final Fantasy IX 108-114

Madden 2001 115

SSX 115

Top Secret Agents

Henry LaPierre, Terry Minnich

All right, so we've all had our all-night New Year's gaming party, or the next day of sitting around brain-dead, playing games while slight drool crawls from our cottony mouths. Whichever. Point is, it's cold outside (I don't want to hear about it, Florida, you guys can't even pick a president), and that means it's perfect weather to stay in and game. Here are secrets to make it easier. *Oh, yeah. If you want to see your name in print, which is quite fun, really, get to scouring the Web for tricks and send an e-mail titled Tricks Forum to* ***OPM@ziffdavis.com****.*

READY 2 RUMBLE BOXING ROUND 2

Here's some information you might like: Your kid sister is likely to repeatedly beat you at Ready 2 Rumble Round 2 if you don't know how to throw a few combos at her. And who else is there to look to for beating your kid sister than *OPM*? Later we'll figure out the combos of all those unlockable boxers, if some quick-fingered reader doesn't send them our way first.

Afro Thunder

Special Moves

←, →+△

←, ←+△, △

←, ←+△

Combo Moves

↘+△, □, ○

□, □, △, △, △

↑or↓+✕, △

Butcher Brown

Special Moves

←, →+△

←+□

←+□, ○, ✕

←, →+△, □, ○, ✕

Combo Moves

↘+△, △, △

△, □, □

←+△, □

Joey T.

Special Moves

→, →+○

←, ←, →+✕

←+□+△

Combo Moves

△, □, □

↑or↓+○, ✕, △, △

↘+□, △

LuLu Valentine

Special Moves

←, ←, →+△

→+□+△

→+✕+○

Combo Moves

□, △, ○, ○

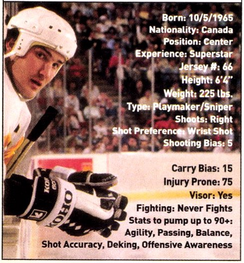
↓+→, □, △

→+✕+○, ○, △, △, □

NHL 2001

REVIVING SUPER MARIO

In French *le mieux* means "the best." In the case of Mario Lemieux, no name could be more fitting. This guy is a grade-A stud, and after a few years on the shelf he's making his comeback with the Pittsburgh Penguins. If you want to create him—and you should—here are the stats for the guy who's second only to Wayne Gretzky as the all-time greatest. And he's no poof, so when you're tacking on attribute points, keep that in mind.



Born: 10/5/1965
Nationality: Canada
Position: Center
Experience: Superstar
Jersey #: 66
Height: 6'4"
Weight: 225 lbs.
Type: Playmaker/Sniper
Shoots: Right
Shot Preference: Wrist Shot
Shooting Bias: 5
Carry Bias: 15
Injury Prone: 75
Visor: Yes
Fighting: Never Fights
Stats to pump up to 90+:
Agility, Passing, Balance, Shot Accuracy, Deking, Offensive Awareness

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passcodes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMSPECIAL

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except

"Big" Willy Johnson

Special Moves

➡, ➡+△
➡, ➡, ⬅+□
⬆, ⬇+□ or ⬇, ⬆+□

Combo Moves

□, □, △, △
➡, ➡, ⬅+□, ⊗, ◎, ⊗
(⬆, ⬇+□ or ⬇, ⬆+□),
□, □, □, □

Jet "Iron" Chin

Special Moves

➡, ➡+△
⬅, ➡+□
⬅+□
⬅+□, ⊗, ◎, △

Combo Moves

⬇, □, △, ⊗, △
➡+□, □, □
⬊+□, ⊗, △

Rocket Samchay

Special Moves

⬅, ➡+□
➡, ⬅+□
⬅, ➡+△
➡, ⬅+◎

Combo Moves

⬆ or ⬇+□, △
□, □, △, □
➡, ⬅+◎, △, □

Johnny "Bad" Blood

Special Moves

⬅, ⬅, ➡+□
➡+□+△
⬅, ⬅, ➡+△

Combo Moves

⬆ or ⬇ +◎, □, ◎
⬊+△, □
□, △

Angel "Raging" Rivera

Special Moves

⬅, ➡+△
➡, ⬅+◎
➡, ⬅+◎, △
➡, ⬅+◎, ◎, ⊗, ◎

Combo Moves

➡+□, □, ⊗
⬆ or ⬇+⊗, ◎, □
⬆ or ⬇+△, □

Selene Strike

Special Moves

➡, ➡+△
⬅, ⬅+△
⬅, ➡+◎

Combo Moves

□, ◎, ⊗
➡, ➡+△, ◎, □
⬅, ⬅+△, △, △

And the best of the rest...

Mama Tua

Special Moves

➡, ➡+△
⬅, ➡+⊗
⬅, ⬅+△
⬅, ⬅, ➡+△

Combo Moves

□, □
⬆ or ⬇, □, ◎

J.R. Flurry

Special Moves

⬅, ➡+△
➡, ⬅+□
⬅+□

Combo Moves

➡+□;⊗, ⊗, □
⬆ or ⬇+□, △, ⊗
△, △

Boris "The Bear" Knokimov

Special Moves

➡, ⬅+△
➡, ⬅+△, ⊗
⬅, ➡+◎
⬆, ⬇+⊗ or ⬇, ⬆+⊗

Combo Moves

□, □, △
➡+□, △, □
⬅, ➡+◎, □, □, △

Michael Jackson

Special Moves

➡, ➡+□
⬅, ➡+⊗
➡, ⬅+△

Combo Moves

◎, ⊗, □, △
□, □, △
➡+◎, △

Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At the main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Suicide Mode (NPCs are stronger):

(cont. on page 106)

DRIVER 2

UNLOCKING TANNER'S DARKEST SECRETS

Didn't think there were secrets in Driver 2? Maybe you did. If not, here they are.

Wrigley Field in Chicago

Once you're at the baseball stadium find the booth labeled "Ticket." Hop out of your ride and hit Triangle to open the gate at the stadium's opposite corner.

Enter the stadium, in your car, give Sammy Sosa a high-five (kidding) and find the stairs. Get out of the car and climb up. Once you're up the stairs search around until you see the car. With your new wheels you can drive right out of the gate.

Havana Base

OK, with this one you'll have to explore the end of the map to the west. Look for a patch of trees and then hop out of your smokin' ride and look for a switch within the vegetation. If you find it, that'll open the gate. Jump back into your car and enter. There's a nice ramp to drive down. At the bottom is a maze and at the end of that is an elevated platform. If you hit the wall switch you'll be able to lower the car.

Vegas Construction

There's a fence at the construction site, northeast of the airport, that you'll need to smash through to find the secret area. Whoop de doo. The hidden car, on the other hand, is between Tropicana and the Flamingo. Find a fence that has a switch on it for Tanner to flip. Go through the gate you just opened (on your right) and your new car will be inside.

One more thing to check out: To unlock invincibility Tanner will have to flip a switch near the drug store about midway between the Lower and Mid Strip. Good stuff.

Rio's Speedway

Go to the middle of the map, totally north and find the switch. It'll open a gate on the other side of the building. Behind the gates you'll find a bad-ass semi waiting patiently for you.

Go to the middle of the map, north of Cosme Velho and find a switch to unlock a secret one- and two-player race. Sweet.

For that sweet cheat of invincibility, go north of Lagoa Fodrigo de Freitas and find a building where the door is the switch.

continued from last issue

TONY HAWK'S PRO SKATER 2

Marseille

■ If there's a better place to skate than France, it's somewhere on Mars. The money in the level is pretty concentrated. Go straight ahead from the start and look for the odd-colored tree being held up by a stick. Hop down the stick, wait for Chicken Little's prophecy, then jump on into that hole. Grab all that cash then head for the highwire.

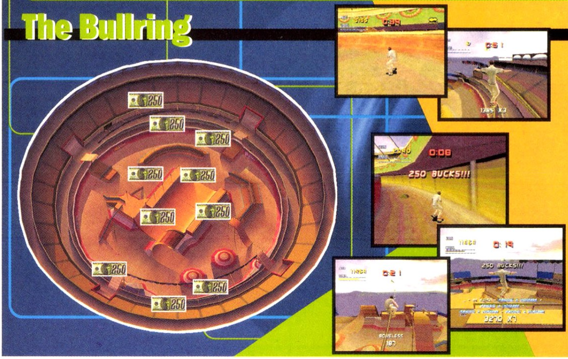
Skatestreet

■ Our advice: Do a U-turn from the get-go and go right or left. Going left complements your vert skills. Go right to bust some serious street tricks. As for the cash, you'll have to take a couple different runs to get it. The curved rail to your left at the beginning unlocks a secret area with a hondo in there; the other cash leads to the second unlockable area.

The Bullring

■ You're given a ramp to go at right from the start, which is quite nice. But there's another late-in-the-run way to get mucho points. Go into where the El Toro is spazzing and start doing Manuals to Wall Rides to different grinds. Hop off into a Manual (watch for humps) and go right back to the wall. Money-wise, run over the bull doodie to score four $250 bills. Otherwise, you're going to have to show some air accuracy and grind skills to score.

The Bullring



Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

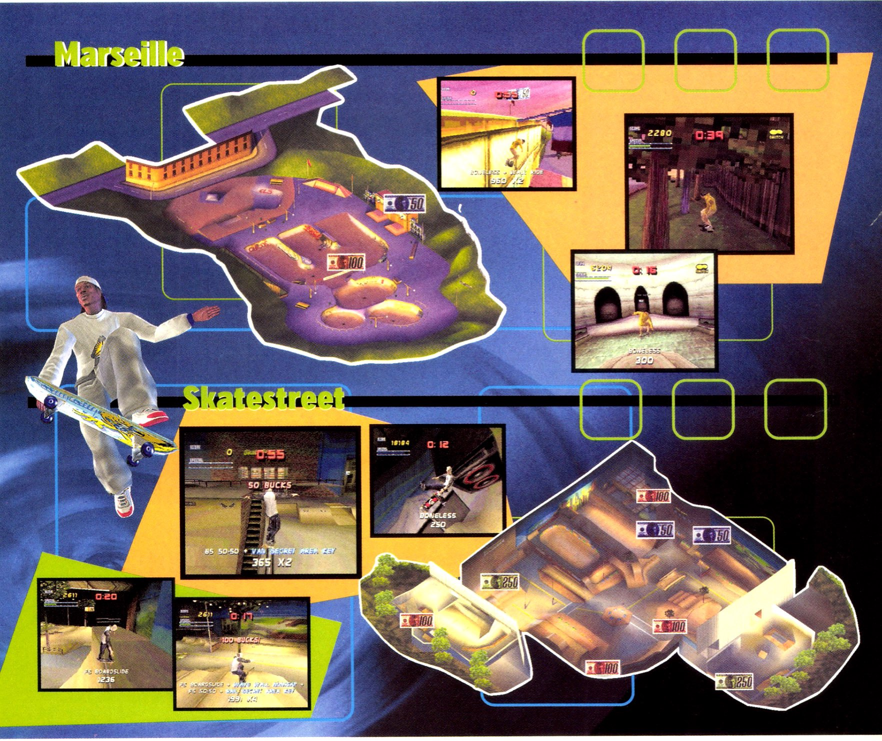
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.


Marseille
150
100
0:55
BONELESS + WALL RIDE
960 X2
2280
0:39
SWITCH
5204
0:16
BONELESS
300
Skatestreet
0
0:55
50 BUCKS
BS 50-50 + VAN SECRET AREA KEY
365 X2
18184
0:12
BONELESS
250
2611
0:20
FS BOARDSLIDE
1236
2611
0:17
100 BUCKS!
100
50
50
250
100
100
100
250

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While in this mode , your amount of health is consistent in all levels within a mission. Finish the game in this mode, and you unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Power-ups." Use this code to add an entirely new dimension to multiplayer.

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG
Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN
Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION

FINAL FANTASY IX WALK-THROUGH

CONTINUED: DISCS TWO AND THREE

BLUE MAGIC

Learned by Quina after eating enemies:

Ironite	Angel's Snack
Clipper	Aqua Breath
Carrion Worm	Auto-Life
Worm Hydra	Bad Breath
Veteran	Doom
Adamantoise	Earth Shake
Gigan Toad	Frog Drop
Wraith	Frost
Goblin Mage	Goblin Punch
Axe Beak	Limit Glove
Lamia	LV3 Def-less
Carve Spider	LV3 Def-less
Feather Circle	LV 4 Holy
Whale Zombie	LV5 Death
Magic Vice	Magic
Hammer	
Dragonfly	Matra Magic
Serpion	Mighty Guard
Bomb	Mustard Bomb
Nymph	Night
Abomination	Night
Ladybug	Pumpkin Head
Hecteyes	Roulette
Red Dragon	Twister
Vice	Vanish
Garuda	White Wind
Cactuar	1,000 Needles

The Complete DISCTWO Walk-Through

1 Supersoft

- Dagger and Steiner will reach a rest stop and get off to wait for the next car to arrive. Enter the rest stop area on the right and talk to everyone (be sure to save at the Moogle). Dagger will hear a familiar voice, so head out to investigate it. Once you've talked to Cinna, Marcus and Steiner, follow them all to the car that has just arrived. You won't go far before the train car will come to a stop, and you will get off to fight Black Waltz #3 again. This is an easy fight, since the Black Waltz's attacks do little damage and Dagger's healing spell will heal everyone. After the fight, get back on the train car and proceed to the next gate. At the split in the path, take the road on the right and you'll end up on the overworld.

2 Treno

- Head southeast until you reach the city of Treno. Once inside, the party will split up and you will be in control of Steiner. Explore the town and search every area thoroughly. In the weapon shop, it's possible to fight the monster for a nice reward, but you have little chance of success at this point unless you use a tent on it and get the Poison/Darkness/Silence snake on the first try. There is also another Synth Shop on the west part of the town (you can build up money at this shop if you have Steepled Hats in your inventory). The Cotton Robe takes 1 Wrist, 1 Steepled Hat and 1,000 Gil to make, but sells for 2,000 Gil. If you don't have any Wrists, you can head back out of Treno, go back to the South Gate, take the left road to reach the overworld, then head to Dali and buy Wrists in the shop there. Unfortunately, you can't buy Steepled Hats anywhere at this point, so you're limited to those that you bought in Lindblum for now. After you're through exploring the rest of Treno, head to the Auction House to meet up with Garnet.

- At this point, you can spend a long time fighting outside Treno to build up money to buy the expensive items that are sold at the Auction, and you can also learn new abilities for your equipment—it's optional, but will really help out in the long run. Either way, once you're ready, head to the Inn/Bar to meet up with Marcus and look for the Supersoft. Eventually, you will end up in the Synth Shop and meet up with an old friend of Dagger's. Follow him to his home in the tower in the west area of Treno. After you receive the Supersoft and talk with Doctor Tot, take the hatch underground into Gargan Roo.

3 Gargan Roo

- Head to the bottom-left of the screen until you find a room with a switch. Flip the switch then head back up and take the right path. Tot will instruct you on how to use the Gargant to get to Alexandria. Follow his directions and you'll end up riding the Gargant until you encounter a surprising boss battle. This snake isn't that hard to beat, especially if you built your characters up outside of Treno. Just chop away with Steiner and Marcus and heal

Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES

Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any p*

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

NASCAR Rumble

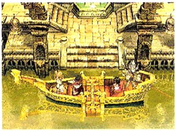
Tracks and Pro Drivers: From the main menu screen, choose the "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, you can enter any of the following codes (in caps) for the results as shown below.

Brainy Computer: SMART CPU
Speedy Players: ROCKET MAN
Max Injuries: HAM INJURY
Slower Movement: STROBE LIGHT
Balanced Abilities: ALL EVEN
Basketball Star Names: BASKETBALL
Flat Football Players: TWO D
Big Football: BIG PIG
Huge Players: GIANTS
Tiny, Quick Players: POP WARNER
Fast Movement: BOOSTER
Programmer Names: RED ZONE
Bobo Teams: ALL BOBO
European League Names: EURO LEAGUE
United States Presidents: OVAL OFFICE
Increased Endurance: ENDURANCE
Bigger Hits: CRUNCH
Better Defense: LINE BUSTER
Skilled Running Back: SUPER FOOT

Okay, Boss!
Okay, Boss!
Alright!
Okay, Boss!
Brrruuuuh!



with Dagger. If you get poisoned, just use an Antidote or Dagger's Pancea spell to cure it. After the battle, you will continue to Alexandria and meet unfortunate circumstances before the action returns to Zidane's party.

4 Gargan Roo

- After the party recovers from the battle with Beatrix, they head toward Cleyra, the town protected by a magical sandstorm—it's easy to find—just look for a huge sandstorm in the southwest. Even after you enter the big swirling sand-thingy, you won't actually be in the town yet. You must climb the giant tree trunk to get there. After you climb the trunk, proceed through the paths until you pass a large green hole on the left with a chain leading into it. Ignore it for now, but continue and you will come to a switch that redirects the sand into the previous area. Head back to the green hole and climb into it, then go to the left and continue. In the room with the quicksand, you can direct the way you'll jump out if you hold a direction as you tap the Circle button. After the room with the quicksand, you will soon arrive in the town of Cleyra itself.

5 Cleyra Trunk

- After you gain control of Zidane (and take the tour if you want), head to the room to the right from the entrance of the town to save the game. Explore the town until you hear news of the Antlion misbehaving, then head back to the room with the sand whirlpool near the entrance of the town. Here you will see the Antlion with Puck in its claws. After Puck is set free, you'll have to fight the Antlion (this is going to be a tough battle if you haven't been keeping your party at a decent level). Make sure Freya always jumps so she can avoid some of the Antlion's attacks, and use Potions and Phoenix Downs as necessary—you may even want to use Hi-Potions at this point. After defeating the Antlion, several events will take place that will end up with your party heading back out onto the trunk of Cleyra. Keep backtracking until the party realizes they've been set up and returns to the town.

- Upon your arrival in town, you will need to direct the surviving townspeople to safety. Direct them to the upper-right part of the town and then toward the Cathedral (the more people you save, the more items you will get from them later). After Freya's sad realization about her lost love, you have to fight Beatrix again. Deal with her just as before and you will meet with the same result. After the battle, follow the black mages and you will end up on the Red Rose airship. There isn't much to do here besides just follow the directions. You'll end up back on your way to Alexandria.

6 Cleyra

- The scene will switch to Steiner and Marcus trapped in a cage. Once you start swinging the cage, the secret is to push in the direction you're moving right as you pass the middle of the screen. After several swings, you'll break out. Equip Steiner with any weapons and armor that you bought with the other party, then start moving to the left—be quick or you will get caught by Alexandrian soldiers. Once you climb the ladder, you will meet up with the others from the Red Rose and your party will now be Zidane, Steiner, Vivi and Freya. You will now have 30 minutes to find Dagger. If you're using Auto-Potion on any of your characters, you'll want to unequip it for now since the Alexandrian soldiers won't do much damage and Auto-Potion wastes a lot of time. Proceed into the castle through the main gate. If you go into the library, you can find a book on top of a high shelf. Ignore it unless you have at least 20 minutes left and your party is over level 20. If you meet the requirements, turn Auto-Potion back on and examine the bookcase to begin a boss battle. You can't really damage this boss when it's closed up. Vivi should use Focus every turn and each of the other party members should attack until you uncover the boss itself, then use your strongest attacks including Vivi's Fira. If you don't kill it on the first chance, it will close up and you will have to find it again. If you win, you'll receive the Running Shoes that allow you to learn Auto-Haste. After the fight, head back into the main hall and go up the stairs. Return to the balcony where Zidane first met Garnet and go through the door that she ran out of to enter the Queen's Chambers. Examine the purple candle on the far wall to open a passageway.

- Proceed through the halls and you will eventually find the room where Dagger is being held by Zorn and Thorn. These two shouldn't be too tough—you only have to defeat one of them to win the battle. After this fight, the timer will finally stop, so go up to rescue Dagger, then return to the Queen's Chambers to meet up with

Easier Catches: STICKEM
Better Passes: SHOOTERS
Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.
Remove All Operatives: Triangle, Tri

STRATEGY GUIDES

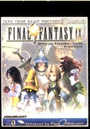
Here's the system: If the strategy guide is useful, gives tricks and tips and helps you narrow your game time, it's going to score well. If it doesn't, unsurprisingly, it won't. Will the guide make you a better gamer? It'd better, or we'll tell you to spend your clowns on a nice T-shirt, maybe.

Summoner

Though this guide includes a much-needed collection of maps (since it's very easy to get lost in the twisting city streets and dungeons), the sloppy layout makes for more headaches than help. Sure, all the information you need is there, but it's a pain in the rear trying to find it all amid the dark-colored backgrounds and funky fonts. The item and monster lists are helpful, but it seems like they come at the expense of greater detail in the walkthrough segment—especially toward the end.

Final Score ●●

www.primagames.com



Final Fantasy IX

Like any solid RPG, FF9 requires a guide if you want to uncover every secret. But BradyGames' directs you to Squaresoft's new Web service, PlayOnline.com rather than giving you all the key pieces of information. You'll get a list of the weapons, for example, but not their locations. You'll have to head to PlayOnline.com and plug in the provided password to find that out. Ugh. Overall, we're annoyed by this glossy 200-page ad for Squaresoft's Web site. Buy it if you don't mind frequent trips to the Web.

Final Score ●●●

www.bradygames.com

Driver 2

If you want to get Tanner around the various hoods in Driver 2, this is a guide that can get you over the hump. There are secret cars and areas that are specifically called out, there are detailed maps for each urban area, and there are plenty of screenshots so you can avoid any confusion. But the best part of the guide are the tips that are spread out that tell you how to take care of the different evils of the game. A well-done guide. Check it out.

Final Score ●●●●

www.primagames.com

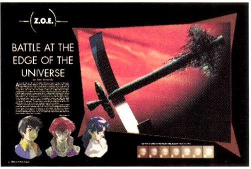
Alien Resurrection

This game is a toughy. It's way hard, but the difficulty comes from figuring out how to beat guys, not figuring out where stuff is (though it's nice to know where to look, using the guide). With this in mind the guide (which is on black-and-white paper—yuck!) isn't as big a help as it should be. Probably the biggest help would've been a long list of codes to help you through, but those are sorely lacking.

Final Score ●●●

www.primagames.com

SPECIAL FEATURES



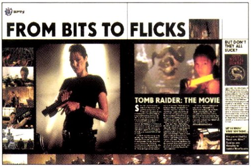
Z.O.E. • 76

From the mind of Hideo Kojima and his group at Konami in Japan comes one of the finest-looking games ever. The screenshots look incredible, but nothing can do justice to how gorgeous this game is when you see it in motion. Don't like big robot games? This one could convert you forever.

THINGS we HATE about GAMING

THINGS WE HATE ABOUT VIDEO GAMES • 28

Don't you just hate it when games switch off the analog function? Or don't allow you to manage the contents of the memory card? Vent with us at the worst of the worst.



2001: YEAR OF THE VIDEO GAME MOVIE • 24

What do Angelina Jolie, Ving Rhames, Alec Baldwin, Steve Buscemi, Peri Gilpin and Donald Sutherland all have in common? They're all in movies based on video games, due out this summer.

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photograph by
Kate Garner Corbis/Outline

DVD EASTER EGGS

Gladiator DVD

Pop in the second disc of the Gladiator DVD and hop over to the "Trailers and TV Spots" page. Click left on your remote and the emperor's broach will be highlighted. If you click on it you'll be privy to a preview of "Chicken Run" which parodies Gladiator.

X-Men: The Movie DVD

All right, this is pretty cool and also quite funny. Select the "Special Features" option on the DVD and then head over to "Theatrical Trailers & TV Spots." Then press the left on your remote which makes a rose symbol light up. If you press Enter you'll be treated to a "joke" scene featuring Jean Grey, Cyclops, Storm and a guest appearance by Spider-Man himself.

Also, if you skip over to the "Art Gallery" from the "Special Features" menu, then highlight "Main Menu" and press up one time on your remote, you'll be able to highlight Logan's Military Tag. Hit enter and you'll see a series of preliminary drawings of "The Beast" and "The Blob."

Shanghai Noon DVD

Move on over to the "Special Features" and then glide over to "Shanghai Surprises." From there click on the 2nd game. Beat the game and accept your prize. It will show a short movie clip where folks are playing the Chinese drinking game, this time with English subtitles, so you can make sense of it.

Toy Story 2 Ultimate Toy Box Set DVD

Here's a nine-step process to find a Pixar easter egg:

1. **Load Disc 3: Supplementary Features.**
2. **At the choice screen, click on the "Toy Story 2" side.**
3. **Pick "STORY" when asked what part of the disc you'd like to explore.**
4. **Go to "STORY BOARD TO FILM COMPARISON."**
5. **Click on "JESSIE'S SONG."**
6. **While watching, click the Angle button to alternate between the scenes.**
7. **After the segment it should go back to the menu, but it doesn't. Instead, it pauses for a short while.**
8. **When the pause comes, press the Angle button a second time.**
9. **John Lassetor pops up and says, "Congratulations, you have found an easter egg!" He then shows a clip of a car that goes wild and out of control. Pretty cool stuff.**

your good friend Beatrix again. Deal with Beatrix just as before and she will deal with you just as before. After she defeats you, watch the events that follow. You will briefly take control of a party consisting of Freya and Beatrix (the monster is easy to defeat with normal attacks). After this brief interruption, you'll take control of Zidane's group again. Head back down to the area where Dagger was captive before, but this time head out the bottom door to end up in the area where Steiner, Dagger and Marcus were originally captured. You'll be captured, too, but some old friends will come to your rescue. Once you've been freed, head out and ride the Gargant until you reach another boss battle. This boss is pretty easy except for the fact that it will use a technique that causes Mini status on you (there's no cure for this except for your precious few Remedies). If the boss coils up, don't attack. Instead, make sure everyone is healed. Vivi should use Focus. Continue with this pattern until you are victorious. After the battle you'll ride the Gargant again, but your trip to Treno is cut short and you end up pretty far off course.

7 Alexandria

- You'll need to talk to Ramuh, who will send you on an errand to find the various parts of his story—explore the area thoroughly and you shouldn't have a problem. When you have found all the pieces, find Ramuh and assemble the first four parts of the story (you can choose either Human or Hero for the ending). After you leave Pinnacle Rocks, you will see an FMV and end up in the now-ruined Lindblum.

8 Pinnacle Rocks

- Talk to Cid, then buy some equipment and save the game. Tell the man waiting at the fountain that you're ready to go. Cid will help you take the Dragon Gate out of the castle and you'll be back on the overworld again.

9 Fossil Roo

- Head back to Qu's Marsh and find Quina at the frog pond. She will lead you to the hidden entrance to Fossil Roo. If you hit the swinging blades along the path inside, they won't do any damage to you, but they will slow you down. If you hit the monster that's chasing you, just fight it off as normal; it's not that hard. Keep going until you fight Lani. If you have Auto-Potion turned on for all your party members (which you should), this won't be a tough fight. You can also cast Blind on her to make her physical attacks miss. After the fight, continue through the passages until you reach a room where an excavation is taking place. Save at the Moogle, then flip each of the switches as directed by the thief. To ride a Gargant, just pick a flower, then look for a spot where a Field Icon pops up and press Circle. Once you reach the room with vines on the back wall, climb the vines to the right, then up, then left to avoid the water jets. Make sure you are ready to leave, then flip the switch at the upper-left of the room. Next, climb back down and return to the previous room. Take the Gargant outside to finally reach the Outer Continent.

10 Outer Continent

- Head northwest around the cliff and go under what appears to be a bridge between two cliffs. Keep going northeast and you will reach another Qu's Marsh, where you can catch more frogs. From there, head up onto the cliff and head to the "bridge," which you will find is actually a village filled with dwarves.

11 Conde Petie

- Explore the town and buy items and equipment as usual. You will meet up with various members of your party and eventually see a black mage buying items at the shop. When you try to talk to him, he will run off. To follow him, head out of the village and back onto the overworld. Go north then east around the cliff and into a long forest. You will eventually reach a small wood.

12 Black Mage Village

- Enter the wood and proceed until you reach a split in the path. Read the sign and go in the direction that says, "Where there are no owls," and you will end up on the other side. Read the sign again and follow the directions again. Continue until you end up

(cont. from page 109)

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spider-Man

Go to the main menu screen and access the "Special" menu. Next, highlight and enter the "Cheats" option. Now you can put in any of the following cheats (which are shown in caps.) on the "Enter Cheats" screen as shown below.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR

behind the black mage you saw earlier. Follow him and you will end up in the Black Mage Village. Explore the village as usual and you will see a series of ATEs. You can buy some nice equipment here, and there's also some Steepled Hats to use for the Cotton Robe money trick. In the Item Shop, you can finally buy Hi-Potions. It's advisable to gain money outside the village until you can purchase 99 Hi-Potions—they're expensive, but with Auto-Potion, they make you nearly invincible. After you're finished stocking up here, return to Conde Petie.

13 Sanctuary

- Return to the village, then head to the left area of the town. You will find an old dwarf that can perform the ceremony to let you into Sanctuary. After the events that follow, you will end up on the trail of a thief named Eiko. Follow her outside and she'll decide to join your party.

- In this area, there are several colored stones that are inside the statues scattered around. After finding each one, head to the large statue on the path down-right from the save-Moogle and place them in the statue there to receive a Moonstone. Continue onward and after another FMV sequence, you will fight a boss battle. This guy can be pretty tough if you're not using Auto-Potion with Hi-Potions. Dagger should summon Ramuh while Eiko should act as the healer. Vivi should use any of his strongest spells and Zidane should steal or attack as usual. After that, take the path on the right at the split to go to the overworld and find Madain Sari. When Eiko is preparing the food, make sure to get enough water for at least 11 people. After you explore the area and view the events that follow, head back out to the Mountain Path and take the left path to reach the overworld.

14 Lifa Tree

- Head southwest until you reach the Lifa Tree. After Eiko breaks the seal, proceed inside and follow the path until you reach a platform. Ride the platform down and continue on the path. While riding the green elevator, you'll fight several easy battles. Once you reach the bottom, talk to everyone and watch the water with Eiko (make sure you're ready to fight) and explore the area to the left. This boss can be really hard or really easy depending on how you fight him. Wanna make it easy? Use Phoenix Downs and Cure spells on him and he'll go down fast. After the post-battle FMV scene, the party will be outside the Lifa Tree. Now head back onto the overworld.

15 Madain Sari (2)

- Return to Madain Sari and head to the Eiko's house and go down the stairs. After you've talked with Eiko and the scene finishes, proceed to the Eidolon Wall. Talk to Morrison to get healed, then go in to save Eiko. When fighting "Scarlet Hair," use attacks and Hi-Potions as needed. It's likely you will Trance in this battle, especially if you're using the High Tide ability, so it shouldn't be too hard. When the fight is over, return to Eiko's house and find her and Vivi in the room beneath the stairs. After the discussion there, walk outside of Eiko's house and wait for a Field Icon to pop up to find Dagger. Once the events unfold, pick your desired party and head back to the Lifa Tree.

16 Lifa Tree (2)

- After you enter the tree, you'll have a choice of action. Make sure you're healed up, then go for it. Follow the path just as before until you reach the trunk. Once you reach the top, you'll have a chance to heal or change party members, then it's time to fight. These first enemies are easy—just treat them like any other battle. Once you have control, head up to a Moogle to save, then head down. Keep running or you'll get caught by another monster. Once you reach the bottom, disc two will end.

Walk-Through for

DISCTHREE

Begins

01 Alexandria

- Search the town and make sure to visit the shops to upgrade your equipment. When you're ready, visit Ruby's mini theatre so the story can progress. Once you gain control of Zidane, head to the top of the town and take the boat to the castle. Search behind the fountain for a Lapis Lazuli, then go up into the castle itself. After the events unfold, you'll be in control of Zidane in Treno.

SUPPORT ABILITIES

Ability	Description
Ability Up	Characters learn abilities faster
Absorb MP	Absorbs MP used by enemy
Accuracy +	Raises physical attack accuracy
Add Status	Adds weapons status effect when you attack (Add ST:)
Alert	Prevents back attacks
Antibody	Prevents Poison and Venom
Auto-Float	Automatically casts Float in battle
Auto-Haste	Automatically casts Haste in battle
Auto-Life	Automatically casts Life in battle
Auto-Potion	Activates Potion when damaged
Auto-Reflect	Automatically casts Reflect in battle
Auto-Regen	Automatically casts Regen in battle
Bandit	Raises success rate of Steal
Beast Killer	Deals lethal damage to beasts
Bird Killer	Deals lethal damage to flying enemies
Body Temp	Prevents Freeze and Heat
Boost	Raises strength of Eidolons
Bright Eyes	Prevents Darkness
Bug Killer	Deals lethal damage to insects
Chemist	Doubles the potency of medicinal items
Clear Headed	Prevents Confusion
Concentrate	Raises the strength of spells
Counter	Counterattacks when physically attacked
Cover	You take damage in place of an ally
Devil Killer	Deals lethal damage to demons
Distract	Lowers enemy's physical attack accuracy
Dragon Killer	Deals lethal damage to dragons
Eye 4 Eye	Raises Counter activation rate
Flee-Gil	Receive Gil even when running from battle
Gamble Dfnse.	Raises Defense occasionally
Guardian Mog	Mog protects with unseen forces
Half MP	Cuts MP use by half in battle
Healer	Restores target's HP
High Jump	Jump higher to raise jump attack power
High Tide	Allows you to Trance faster
HP+10%	Increases HP by 10%
HP+20%	Increases HP by 20%
Initiative	Raises the chance of first strike
Insomniac	Prevents Sleep
Jelly	Prevents Petrify and Gradual Petrify Lvl Up
	Characters level up faster
Locomotion	Prevents Stop
Long Reach	Back row attacks like front row
Loudmouth	Prevents Silence
Magic Elem Null	Nullifies magic element
Man Eater	Deals lethal damage to humans
Master Thief	Steal better items
Millionaire	Receive more Gil after battle
MP+10%	Increases MP by 10%
MP+20%	Increases MP by 20%
MP Attack	Uses own MP to raise Attack Power
Mug	Damages enemy when you Steal
Odin's Sword	Attacks with eidolon Odin
Protect Girls	You take damage in place of a girl
Reflect x2	Doubles the strength of spells by using Reflect
Reflect-Null	Nullifies Reflect and attacks
Restore HP	Restores HP automatically when near death
Return Magic	Returns magic used by enemy
Steal Gil	Steals Gil along with items
Stone Killer	Deals lethal damage to stone enemies
Undead Killer	Deals lethal damage to undead enemies

Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
No Naughty Words: If you enter a "naughty" word for a cheat password, Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One-Hit Kills," "Player Can't Die" and "All Weapons"!
View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for the results as shown below. You'll hear a sound to confirm correct code entry.
The Bikes Never Crash: N0CR4SH
Giants on Mini-Bikes: G14NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: M00N
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVT0
Add Hop Button: H0P
Extra Camera Modes: M0R3C4MS
Just the Bikes: N0R1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: L0CKM3
No More Off Track: N00FFTR4CK
No More Getting Reset: K1PP1NG0K
Bigger Dirt Spray: B1GSPR4Y

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.
All Items: While the compass faces north, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the

(cont. on page 112)

ARMORED CORE 2

FRAGADELIC SECRETS

Maybe Armored Core 2 should be called Hard Core 2. This game is so advanced you might want to look into grabbing a full strategy guide (Prima has one on the stands). But for now, here are some nice tips to keep you moving forward through all things high-tech and mech.

Overweight AC Units: After completing all single-player missions for the first time (meaning you receive the end-game credits), you'll have access to buy an "Overweight" AC Unit. This mech has parts that would be too heavy for an average AC unit to tote around.

Hidden AC Parts: There are 34 hidden parts available as soon as the game begins. There are three ways to get them: complete certain missions, after combat or once you collect sufficient corporate points. The Inventory section gives a list of Hidden AC Parts.

100% Rating: If you want to clean the game out, you'll have to get the 100% rating. Here's the list of points (66 points=100% complete):

Points	Stipulation
13	Secure all Hidden AC Parts
9	Secure all arena parts
1	Defeat the boss at the end of Level 36
6	Defeat the arena ACs that appear
1	Archive #1 status in Arena mode
1	Per successful mission (36 points max)

Emblem Thieving: After mauling enemies in single-player Arena mode you can defeat the enemy's emblem (but only right after you win). Go to the screen showing your opponent's information and press Triangle to enter the Specs screen. Then press Start and Select and you'll hear a rivet sound. Head over to your garage and the new (stolen) emblem will be there.

Override Boost Disconnect: If you want to disconnect your Override Boost during a game press L2, R2 and R3 together. Now the energy lost from using boost can be fully depleted: automatic shut-down and power-up is halted. You can shoot energy weapons and boost for longer times. Keep in mind that recharging takes a longer time, so you'll be really vulnerable. If you want immediate extra power to secure victory, this is the way to go.

Quick Credits: After beating down Arena mode, you won't receive extra credits for challenging the dummies you've already defeated. This isn't the case with missions, though, so feel free to go through missions that you had a great deal of success with. One level to keep your eye on is the Defuse Explosives. Rumor has it that within a minute's time you'll be able to score 43,000 credits, which is some pretty nice, low-energy schwag.

Human Plus Enhancements: To obtain Human Plus parts, enter Level 2 and die. Do this until your credits read: (M)50,000 credits. When this occurs a movie plays and you'll acquire Level 1 parts. Do this for parts in levels 2-5. You'll get Improved Radar, Long-Range Blade, Enhanced Cooling, Improved Mobility and Improved Boost.

02 Treno

- After you stock up on the usual items and equipment, it's time to play in the card tournament. Go to the Card Game Arena and talk to the man at the desk to register. You should have a decent supply of cards built up by this time, so winning shouldn't be too tough. Before you go in for the final match, save your game. This match is pretty much like any other, but you'll need to play intelligently to win. After the match you'll learn of the newest dilemma.

HARDIS' LEGENDARY SYNTHESIS SHOP

Item to Create	Ingredient 1	Ingredient 2	Cost
Robe of Lords	White Robe	Black Robe	30,000
Tin Armor	Hammer	Ore	50,000
Protect Ring	Dark Matter	Rebirth Ring	40,000
Pumice	Pumice Piece	Pumice Piece	50,000
Garnet	Ore	Remedy	350
Amethyst	Ore	Annoyntment	200
Peridot	Ore	Soft	100
Sapphire	Ore	Antidote	200
Opal	Ore	Potion	100
Topaz	Ore	Eye Drops	100
Lapis Lazuli	Ore	Dead Pepper	400
Pumice Piece	Hammer	Pumice	25,000
Save the Queen	Javelin	Silver Gloves	50,000
Phoenix Pinion	Phoenix Down	Gysahl Greens	300
Ether	Echo Screen	Vaccine	500

03 Alexandria

- Make sure you equip your new equipment, then scour the city and hunt down the monsters. After you gain control of Dagger, head upstairs to the Queen's Chambers and go through the door on the left. Continue up the stairs until the scene comes to an end.
- Head up the stairs above and go in the same direction Dagger went. Take a detour into the Guardhouse to save, then continue up to the top of the castle to complete the scene.

04 Linblum Castle

- Get the items in the chests, then meet up with Blank. After that, head up to the Upper Level and go up to the Telescope and find Dagger, then go to the Royal Chamber. After the discussion, head to the Guest Room.

05 Linblum

- After you take control of Zidane, head to the Business District. Upgrade your equipment, then talk to Alice outside the weapon shop about the potion to receive the Beautiful Potion. Next, head to the Theatre District and go into the Self-Proclaimed Artist's (Michael) house and search the lower left to find the Strange Potion. Go down to the Tantalus hangout to find Cinna and get the Unusual Potion. Search the hangout for some treasures then return to Cid in the Royal Chamber.

06 Linblum Castle

- Go down to the Business District to retrieve Quina, then return to the castle. Take the lift to the Base Level and take the right cart to go to the Serpent Gate. Go outside to the dock to board the ship.

07 Blue Narciss

- Pick your desired party, then set sail. (If you pick Dagger at this time, her actions will sometimes fail in battle due to her grief.) Now that you have control of the boat, you are free to go anywhere you want and dock anywhere that has a beach. Once you're ready, take the boat to the Outer Continent and go to the Black Mage Village.

08 Black Mage Village

- Loot the village, then head to the west side where the graveyard is. Go to the Chocobo shack to meet up with Vivi. Next, enter the shack and you'll learn of Kuja's location—take the ship to a shore on the eastern side of the Outer Continent and look for the desert with

D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.

Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.

Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

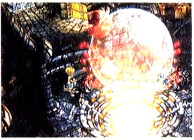
Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If entered correctly, the screen will shake.

Special Available Anytime: Hold L1 and press X, the sand whirlpools. Check the northernmost whirlpool to enter. If you pick the incorrect one, you will have to fight Antlion. After you wake, agree with the request, then cross the bridge. You'll have a conversation with a certain someone, after which you may pick your desired party before you have to follow the path to board the ship. Once you land, head northwest and navigate through the Seaways Canyon to reach Oeilvert.

09 Oeilvert

- At the entrance is a Moogle that sells some nice equipment (make sure you equip everyone in your party with their best equipment before moving on; if you need money, go back outside and fight). When you're ready, continue down the path until you reach the room with multiple paths. (You can't use magic in this area, so use your items carefully. You can, however, use Amarant's Chakra skill to heal party members in battle as well as restore his own MP used in casting it. You can also stock up on items from the Moogle at the entrance.) Nearly every enemy in this area will be an Epitaph. You can gain huge amounts of EXP from these enemies very easily.



- Make sure all four party members have the Jelly ability on before you begin, as the Epitaph's only attack is Petrify. (Have Zidane attempt to steal; you'll often steal a Phoenix Down that makes the method that much easier.) You can take advantage of the Epitaph's Mirror spell, which creates a clone of one of your characters, by letting it clone up to three of your party members. Now if the Epitaph clones a character that's currently in your party, that character will die. Don't worry about the dead character, though, just concentrate on attacking the clone—not the Epitaph itself—until you've killed it. Next, if Zidane is still alive, use Steal again. If he was killed by the clone, however, use the next-weakest attack you have to hit the Epitaph and make it cast Mirror again. After the third clone has been killed, revive any dead characters, then kill the Epitaph once and for all. Each clone you kill contributes up to a total of 7,434 EXP per person. This method also helps build up the strength of Zidane's Thievery skill with every successful steal. We recommend spending quite some time here to build up levels easily.
- Head up the stairs at the top of the room and through the door on the left. Activate the blue sphere to turn it red, then return to the first room and head left. Continue to the left of the room and head down the stairs. Head to the top of the room and activate the lights, starting with the upper-left and moving clockwise. Move up the stairs at the top of the room and continue until you reach a gray sphere. Activate it, then continue to the left on the stairs until you come out another door. Take the door on the left and watch the scene unfold. Afterward, head back to the first room with the multiple paths and take the right one. Save at the Moogle, then continue to the right. Take the elevator to the top, but don't activate the stone yet. Remove the Jelly ability and equip Clear Headed and Auto-Potion on each party member—make sure everyone is healed—then, activate the stone. This boss is kind of tough, but having the abilities prevents a lot of trouble. Use your strongest attacks and have the magician in your party use Hi-Potions to heal. After the battle, take the Gulug Stone and the action will return to Kuja's Dungeon.

10 Kuja's Dungeon

- Head across the bridge and go to the right. Tap the button rapidly to move, but stop if the monster turns to face you. Once you get the key, you'll move to the scales. Put the Clay, Stone and Iron weights on, then climb up the hourglass. Once you have your new party, equip any new equipment and the Auto-Potion, Clear Headed and Body Temp abilities for every party member. Next, head to the left and go up the stairs.

- In this next section, you'll have to light a series of candles in order to open doors, create a staircase, or allow you access to another candle. Although there's several candles for you to find and light, you shouldn't have too much of a problem getting them all. Light the candle in the room that you're in and inspect the purple Blood Stone on the right. Proceed up the stairs and head to the left until a bright staircase appears. Climb the stairs and light the candle, then return to the hallway and continue left. Light all three candles, then go through the door at the top of the room. Go through the door on the right, then light all three candles in this side of the room. Once the statues on the left of the room disappear, extinguish the two candles on the right side of the room to open the doors. Return to the left side of the room and go into the middle. Light the two candles at the top of the stairs to remove the right set of statues. Move to the right side of the room, light the two unlit candles, then go down the stairs and light the final candle. Inspect the purple Blood Stone at the top of the room.

- Go through the new door now on the right of the room and light the candle near the middle of the room. Examine the purple Blood Stone then go to the end of the passage to the left and up the stairs. Light the candle at the top of the stairs, then continue on the path until you reach the Library. Light the candle at the far left, then climb the stairs at the bottom-right and light the candle on the far left of the ledge. Proceed through the new passage to find another purple Blood Stone. Return to the Library and light the candle on the middle shelf to open another door. Proceed through the door and climb the stairs. Light the candle at the landing, then continue up the stairs. Light the candle at the top of the stairs, then return to the Library and light the last candle at the right of the room to open another door. Go through the door and light

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Triangle, Circle, Down, Up, Right.
Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.
Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. At main menu, choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and movies are available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Twisted Metal 4

From the options screen, go to "Password." Enter the button codes shown below. You'll hear an evil laugh if entered correctly.
Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

WCW Mayhem

All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (play as the same wrestler as your opponent in versus mode.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)
Enable Quest Cheat: CHT4DBST

the candle, then return to the Library once more. Go through the stained-glass window on the left to reach a new hall and a save-Moogle (finally!).

- Continue left and light the two candles. Examine the purple Blood Stone, then head through the door on the left. Follow the path into the next room and light all three candles to light up another Blood Stone. After you examine the stone, extinguish the middle candle and return to the room on the right. Extinguish the left candle to create another bright staircase in the middle of the room. Proceed up the stairs (make sure you're ready to fight) and light the candle to bring on a boss battle. If you got all the Blood Stones, this boss will be pretty easy. Just keep yourself healed up and attack. You can use Reflect to make it even easier. After the fight, light the candle and then stand on the light to proceed.

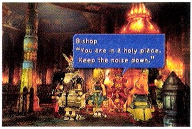
- Once you gain control of Zidane, follow the path into the Palace. Go up the stairs and through the door. After the scene, select your desired party and head out the door. Follow the path until you reach the blue lights. Take the one on the left and proceed to where the airship was docked, but continue down the path to reach another deck. Examine the lever just to the right to lower the ladder. Climb the ladder down and head up to get out.

11 Esto Gaza

- Once you get off the boat, you'll be near Chocobo tracks, so you can call one if you want. Head west and you'll soon reach Esto Gaza. Proceed through the door in the middle of the town. You'll have another chance to decide your party, then you should head to the right to find a shop (be sure to buy an Octagon Rod for Vivi—it lets him learn the strongest elemental spells, and you won't be able to buy it later). Return to the hallway and go up the stairs on the left. Follow the path to the right and through the door into Mount Gulug.

12 Mount Gulug

- Follow the path and climb down the rope. At the bottom, examine the lever just to the left of the rope and pull it down repeatedly until it drops the bucket below. Climb the rope down and walk to the left until a dragon busts through the wall and fights you. After the battle, equip the Antibody ability and go through the hole the dragon made. Watch the scene, and don't worry about the battle; just sit back and watch—it'll fight automatically. After the battle and another dialogue sequence, you'll have to fight Thorn and Zorn (Eiko will replace Vivi in your party for the fight). Thorn and Zorn will hit you with Virus that does nothing but prevent you from getting the 11 AP at the end of the fight. Just use your strongest attacks to take them out. After the battle and a series of scenes, you'll take control of Zidane in Lindblum Castle. Save at the Moogle, then go to the Conference Room. After a long series of scenes and some awesome FMV, you'll finally be in control of an airship, the Hilda Garde 3. You are now free to explore the entire world at your leisure. You can easily use the Cotton Robe trick to acquire money if needed. If you don't have any Running Shoes, put Quina and Vivi in your party and visit Quan's Dwelling. Check the clock for a pair of Running Shoes. Once you're ready, fly to Ipsen's Castle.


Bishop
"You are in a holy place.
Keep the noise down."

13 Ipsen's Castle

- When you're inside Ipsen's Castle, a strange thing happens. Here, the weaker the weapon you have equipped, the more damage you'll do. Yes, you read right. Throughout the castle you can find each character's weakest weapon that you can equip if you don't already have it. All armor and accessories should be your strongest, however. You'll also want to have the Jelly ability equipped. Making your way through the castle is pretty easy—just take the poll down in the main room, then follow the ladders and ledges until you reach the elevator up. Examine the map at the top of the room, and once you take all four mirrors, it's time to fight. If you're using your weakest weapons, this shouldn't be too tough.

- After the fight, go to the room just across from the elevator and examine the picture on the right wall. Keep picking different options until you can choose rest. After resting on it, you'll open a shortcut for later. Return to the room where you first climbed down the pole and you'll encounter a trap. Walk to the upper-left to fall through another trap that will let you get the treasure chest on in the room below. Go back up to the room and go back out to the first room in the castle—there should now be a door in the middle. Go through the door and you'll end up in another room with an elevator. Take it down to reach a room with a huge sword with pulsing electricity. Pick up the pots and rotate them counter-clockwise until the pot absorbs the electricity. Examine the pot to get the Ancient Aroma. Leave the castle and after the scene, you'll need to find Amarant. (You MUST have Zidane equipped with the Jelly ability.) Reenter the castle and head back to the Inverted Room with the large chandelier to find him, then leave the castle again.

14 The Shrines

- Just follow the directions of the crewman at the lower-left corner of the bridge to go to each shrine. You should go in the order of Water, Fire, Wind, Earth. This part sounds scary, since you have to split up your party (and use characters you haven't been building), but the only battle you'll fight is in the Earth shrine with Zidane and Quina. Once you're down to just them, you may want to build Quina up some if you haven't been using her in your party. Once you're ready, equip the Auto-Float ability on both of them and equip any armor or accessories that resist or absorb Earth element, then fly to the Earth Shrine. Just press the button when you see the Field Icon to jump. Eventually you'll reach the boss battle. If you have Auto-Float on, then his best attacks will miss. Just use your strongest attacks with Zidane and have Quina use whatever Blue Magic she has available (such as Mighty Guard and Magic Hammer). After the battle it'll be time to go to the Shimmering Island.

15 Terra

- After a snazzy FMV, you'll be in Terra. You'll be prompted to follow a girl who appears on the screen until you reach the next room. Detour to a path on the left to find a chest, then return to the main path and keep following her. Make sure to search each corner for hidden treasures. After following the girl long enough, you'll come up on some more FMV and eventually end up in the town of Bran Bal.

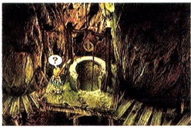
16 Bran Bal

- Explore the town and make sure to buy new equipment at the Moogle in the house on the right side of town. Talk to the kid watching the water on the left side of town to find out about the inn to the left. Enter the inn to initiate a series of scenes and ATEs. Afterward, go to the underground laboratory at the top of the town. Eventually, you'll end up in Pandemonium.

17 Pandemonium

- Chase Garland around until he takes you out. You'll wake up and start walking automatically. You will go through a series of battles, but your other party members will come in to help you. After the battles are over and you've recovered your entire party, proceed until you reach the Generator room filled with blue lights. Press the switch there to start the lights changing—this also initiates a 30-second timer. Make your way through the room, but avoid the pillars that are lit (or you'll have to start over) and hurry across the light bridge in the next room.

- You'll end up in a room with a strange machine in the background. It's actually possible to manipulate this machine manually and walk back and forth between it and the next room, but it's easier to have the other party do it. Pass the machine and go into the next room and try to get onto the floating elevator. After it bumps you off, return to the machine to have your other party manipulate it for you. Return to the room on the left and start going up. If you need the elevator changed, just switch to the ATE and then switch back. Once you reach the top, take the upper-left path to reach the next room. Use the blue teleporters to get around and make sure to get all the equipment in the chests. Return to the round room where you got off the elevator and take the lower-left path. Make your way to the Moogle to save the game.

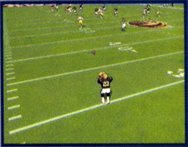


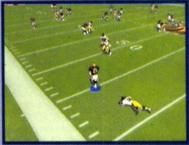
- From this point on in the game, you'll really want to have the Auto-Potion and Auto-Regen abilities on all four of your characters. Learn it for anyone you can before continuing. At this point, you'll also want to equip any Wind resistant or absorbing equipment you have, then head through the door on the right. Here, you will fight a series of boss battles that can all be pretty tough. It would be a good idea to steal all the available equipment from these and all future bosses, if you can survive it. Every boss from this point has some of the best equipment in the game available to steal—use the Bandit and Master Thief abilities to make it easier. If you're at a decent level and have the Auto-Potion and Auto-Regen combo, you should be able to take these bosses without too much trouble. You can even cast Blind and Silence on Garland to make him even easier. After the fights, some more nice FMV and a few scenes, disc three comes to a close.

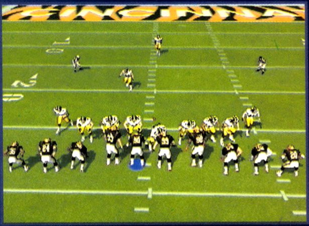
To Be Continued Next Month

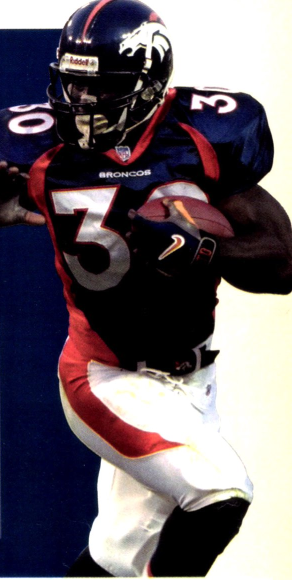
Kick Start

OK, the AI in Madden cheats. Don't believe us? Want proof? Fake a field goal. Hmm, it appears the defense has picked up on it. How interesting. Anyhow, with this in mind, it's tough to get more than a yard or a decapitation when you're trying to return a punt. Once in a fancy while a fumble gets mixed in to make your blood pressure rise. But there's a way to break off a decent punt return and we're here to tell you how. When it's fourth and long, pull out your Punt Block defense. Another key is to put your fastest guy (hopefully with decent hands) back as a punt returner. Once the ball is snapped, the AI magically adjusts with a Max Protect Punt formation, meaning no one's downfield to topple your returner before he gets his hands on the ball. This will usually lead to 15 unhindered yards. If your return man is quick enough, it can even mean a lot more.





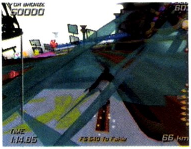




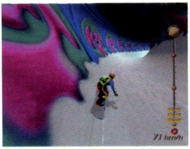
Short Cuts

Cutting the Megaplex Short

The Tokyo Megaplex is a psychedelic stage that causes one to drool and babble. It's tough to scream through, so here are two shortcuts that'll come in handy.



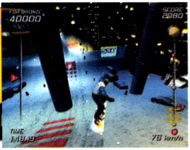
Glass Ceilings: The main pinball machine section can be bypassed by jumping onto the glass ceiling of the structure. It's much safer on top and you'll avoid the hazards.



Secret Tunnel: Leap into the fan and you'll find yourself in a relatively safe tunnel. Ride up the left wall to hit a zipper that will speed you along. Another zipper will be at the exit.

Speeding Up the Mercury City Meltdown

Mercury City is the coolest, estranged urban setting we've ever seen in a snowboarding game. With that kind of size, it means lots of shortcuts.



Skipping Ahead: Just after the first turn in the track will be a glass section that you can use to jump ahead of the competition. This is a great way to grab an early lead.

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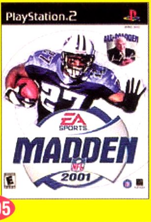
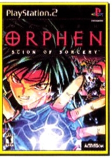
Banjo-Tooie	*N64*	*$49.95*
Shenmue	*SD*	*$49.95*

'MADDEN FOOTBALL 2001' All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.



EA (Sports)
Release: NOW
PSX2
$49.95

'ORPHEN: SCION OF SORCERY' The mysteries that haunt Chaos Island unfold as you explore this lush 3D world. You'll solve event-based puzzles, and battle numerous enemies on your eventful journey. The storyline unfolds only as a direct result of the player's actions throughout the game. Featuring stunningly beautiful graphics, and tradional RPG elements such as character parties.



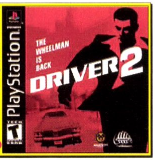
Activision (Roleplaying)
Release:NOW
PSX2
$48.95

'SUMMONER' With rings of channeling, you will call forth demons and golems, supernatural servants and elemental creatures. As a young Summoner you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects and amazing in-game cinematics.

PlayStation.2
Summoner
THQ

THQ (Roleplaying)
Release: NOW
PSX2
$48.95

'DRIVER 2' Explore four new cities - Chicago, Las Vegas, Havana, and Rio de Janeiro. Hop out of the car and perform tasks on foot, and even commandeer a new ride to complete your objectives. You'll face 40 unique and challenging missions that will test your driving skills to their extreme.



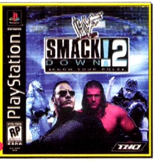
Infogrames (Sim)
Release: NOW
PSX
$42.95

'FINAL FANTASY IX' Young bandits are enlisted in the fight against the ruthless queen of Alexandria. Featuring 4 characters, wizards, & knights. The crystals from earlier titles are back too! One young bandit and his entourage must battle their way through many challenges to bring peace to their world.

PlayStation
FINAL FANTASY IX
SQUARESOFT

EA (Roleplaying)
Release: NOW
PSX
$49.95

'WWF SMACKDOWN 2' The #1 rated show for teens is coming back to PlayStation and it's bigger and badder then ever before. Brawl in the ring, backstage, in the VIP room, the parking lot, or the new WWF Restaurant. It doesn't matter where you wage war. Because WWF SmackDown! 2: Know Your Role takes the wrestling category to all-new heights.



THQ (Sports)
Release: NOW
PSX
$39.95

SONY PLAYSTATION 2

Title	Release	Price
All Star Baseball 2002	11/00	$48.95
Armada 2 Exodus	11/00	$48.95
Armored Core 2	10/00	$48.95
Army Men Air Attack 2	12/00	$49.95
Baldurs Gate II	11/00	$48.95
Bloody Roar	12/00	$48.95
Bomberman 2001	12/00	$48.95
Carrier	12/00	$48.95
Dark Angel Vamp Apoc	11/00	$48.95
Dark Cloud	10/00	$48.95
Dead or Alive 2	10/00	$48.95
Demon Warrior 2	11/00	$48.95
Dinosaur	12/00	$48.95
Drakan	11/00	$48.95
Driving Emotion Type S	10/00	$48.95
Dynasty Warriors 2	10/00	$48.95
Eden	11/00	$48.95
ESPN NBA Tonight	11/00	$48.95
ESPN NFL Prime Time	11/00	$48.95
ESPN X Games Snowbrd	11/00	$48.95
Eternal Blade	12/00	$48.95
Eternal Ring	10/00	$48.95
Evergrace	10/00	$49.95
Evo Rally	11/00	$48.95
Extermination	11/00	$48.95
F1 Champ Season 2K	11/00	$48.95
Fantavision	10/00	$48.95
Ferrari 360 Challenge	11/00	$48.95
FIFA Soccer 2001	11/00	$49.95
Formula 1 2000	11/00	$48.95
Galerians 2	11/00	$48.95
Galleon	12/00	$48.95
Gauntlet Dark Legacy	11/00	$48.95
Getaway	10/00	$48.95
Giants Citizen Kabuto	11/00	$48.95
Gradius 3 & 4	10/00	$48.95
Gran Turismo 2000	01/01	$48.95
Ground Control	01/00	$48.95
GunGriffon Blaze	10/00	$48.95
Hidden & Dangerous 2	10/00	$48.95
Jungle Book	11/00	$48.95
Kendo	10/00	$48.95
Kessen	11/00	$49.95
Knockout Kings 2001	11/00	$48.95
Legacy Kain Soul Rvr 2	12/00	$48.95
Legion Legend Excalibur	12/00	$48.95
Madden FB 2001	10/00	$49.95
MDK Armageddon	11/00	$48.95
Metal Gear Solid 2	02/01	$48.95
Midnight Club Street Race	11/00	$48.95
Mobile Suit Gundam	12/00	$48.95
Moto GP	11/00	$48.95
Motor Mayhem	12/00	$48.95
NASCAR 2001	11/00	$48.95
NBA Hoopz	11/00	$48.95
NBA Live 2001	11/00	$48.95
NBA Showtime NBA/NBC	11/00	$48.95
NCAA Final Four 2001	11/00	$48.95
NCAA Game Breaker 2001	11/00	$48.95
NFL Game Day 2001	10/00	$48.95
NHL Hockey 2001	11/00	$49.95
Ninja Gaiden	10/00	$48.95
Off Road Thunder	11/00	$48.95
Oni	11/00	$48.95
Onimusha Warlords	10/00	$48.95
Orphen: Scion of Sorcery	10/00	$48.95
Pirates Skull Cove	11/00	$48.95
Popolocrois 3	10/00	$48.95
PSX 2 Dual Shock 2	10/00	$33.95
PSX 2 Horizontal Stand	10/00	$34.95
PSX 2 Memory Card 8M	10/00	$34.95
PSX 2 Multi Tap	10/00	$34.95
PSX 2 Vertical Stand	10/00	$34.95
PSX System 2	10/00	$349.95
Quake III Arena	04/00	$49.95
RayMan 2	11/00	$48.95
Ready 2 Rumble 2	10/00	$48.95
Ridge Racer 5	10/00	$48.95
Road to El Dorado	11/00	$48.95
Roadster Trophy	11/00	$48.95
Shadow of Destiny	12/00	$48.95
Silent Scope	12/00	$48.95
Silpheed Lost Planet	10/00	$48.95
Sky Odyssey	11/00	$49.95
Smuggler's Run	11/00	$48.95
Snowboard SuperX	10/00	$49.95
Spy Hunter	11/00	$48.95
Star Trek New Worlds	11/00	$48.95
Star Wars Star Fighter	11/00	$48.95
Street Fighter EX3	10/00	$48.95
Summoner	10/00	$48.95
Swing Away Golf	11/00	$48.95
Tecmo Super Bowl	10/00	$48.95
Tekken Tag Tournament	10/00	$48.95
The Bouncer	01/01	$48.95
The Lost	12/00	$48.95
Theme Park World	10/00	$49.95
Tiger Woods 2001	10/00	$48.95
Time Splitters	11/00	$48.95
Top Gear Dare Devil	11/00	$48.95
Undying	12/00	$48.95
Unreal Tournament	11/00	$48.95
Warriors Might & Magic	01/01	$48.95
Wild Wild Racing	10/00	$48.95
Wipeout Fusion	11/00	$48.95
World Destrctn Lg Tanks	12/00	$48.95
World is Not Enough	11/00	$48.95
X Squad	10/00	$49.95

'TEKKEN TAG TOURNAMENT' Features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Tekken Tag Tournament has highly sophisticated and detailed backgrounds.

PlayStation.2
TEKKEN TAG TOURNAMENT
namco

Namco (Fighting)
Release:NOW
PSX2
$48.95

PLAYSTATION

Title	Release	Price
Ace Combat 3	03/00	$36.95
Action Man	08/00	$29.95
Alien Resurrection	10/00	$29.95
Alone in the Dark 4	11/00	$39.95
Alundra 2	03/00	$39.95
Animorphs	09/00	$29.95
Arc the Lad Collection	01/00	$76.95
Arena Football	06/00	$39.95
Armored Core Mstr Arena	03/00	$39.95
Armorines	05/00	$29.95
Army Men Air Attack 2	09/00	$39.95
Army Men World War	04/00	$39.95
Army Men:Sarge's Heroes	02/00	$34.95
Baldur's Gate	09/00	$46.95
Ballistic	09/00	$39.95
Bass Landing 2	09/00	$29.95
Bass Master's Clsc: TE	10/00	$44.95
Bass Rise	08/00	$39.95
Batman Beyond	10/00	$39.95
Batman Racing	10/00	$39.95
Battleship 2	10/00	$24.95
Battletanx 2	03/00	$39.95
Beast Wars	06/00	$29.95
Bedrock Bowling	10/00	$39.95
Blade	11/00	$39.95
Blade Arts	10/00	$29.95
Blades of Steel 2000	02/00	$29.95
Blaster Master	12/00	$39.95
Bloodlines	08/00	$39.95
Blue's Clues	10/00	$42.95
Breakout	08/00	$24.95
Breath of Fire 4	10/00	$44.95
Brunswick Bowling 2	02/00	$34.95
Buffy Vampire Slayer	09/00	$39.95
Builder's Block	08/00	$29.95
Bust A Groove 2	08/00	$29.95
Buzz Lightyear	10/00	$39.95
Carmageddon 2	09/00	$39.95
Champ Motocross 2K1	09/00	$39.95
Chrono Cross	08/00	$39.95
Colin McRae Rally 2	08/00	$42.95
Colony Wars 3 Red Sun	07/00	$39.95
Cool Boarders 2001	11/00	$39.95
Countdown Vampires	08/00	$39.95
Covert Ops Nuclear Dawn	06/00	$39.95
Crash Bash	11/00	$39.95
Crisis Beat	11/00	$39.95
Crusaders Might Magic	03/00	$36.95
Danger Girl	09/00	$39.95
Dave Mirra Free BMX	09/00	$39.95
Destruction Derby Raw	09/00	$32.95
Digimon World	07/00	$39.95
Dino Crisis 2	09/00	$39.95
Dragon Quest 7	02/00	$49.95
Dragon Valor	10/00	$39.95
Driver 2	11/00	$42.95
Duke Nukem Planet Babes	09/00	$39.95
Dukes of Hazzard 2	11/00	$39.95
ECW Anarchy Rulez	08/00	$38.95
ESPN MLS Game Night	09/00	$39.95
ESPN X Games Snowboard	11/00	$39.95
Eagle One Harrier Attk	04/00	$39.95
Eternal Eyes	11/00	$39.95
Evil Dead Hail King	10/00	$38.95
F1 Champ Season 2000	10/00	$39.95
F1 World Gran Prix 2K	11/00	$36.95
FIFA Soccer 2001	10/00	$39.95
Fear Effect RetroHelix	10/00	$39.95
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Formula 1 2000	10/00	$39.95
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Knockout Kings 2001	10/00	$39.95
Koudelka	07/00	$39.95
Legend of Dragoon	06/00	$39.95
Legend of Mana	06/00	$39.95
Lunar 2:Eternal Blue	11/00	$62.95
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MTV Sports Skateboard	09/00	$32.95
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McGrath Vs. Pastrana	09/00	$39.95
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Mega Man Legends 2	10/00	$39.95
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NASCAR 2001	09/00	$39.95
NASCAR Heat	10/00	$29.95
NBA Live 2001	10/00	$39.95
NFL Blitz 2001	09/00	$39.95
NFL Game Day 2001	08/00	$38.95
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Persona 2 Eternal	11/00	$44.95
Polaris SnoCross 2000	09/00	$19.95
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Ray Crisis	09/00	$29.95
RayMan 2	09/00	$29.95
Renegade Racers	05/00	$29.95
Resident Evil Survivor	09/00	$36.95
Rogue Spear	11/00	$39.95
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Roll Cage Stage 2	10/00	$24.95
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SaGa Frontier 2	02/00	$39.95
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Sea-Doo HydroCross	10/00	$39.95
Silent Bomber	04/00	$39.95
Silhoutte Mirage	01/00	$39.95
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Smash & Bash	09/00	$39.95
Sno Cross Champ Racing	08/00	$39.95
Snow Speeder	05/00	$39.95
Soulbringer	09/00	$44.95
SpecOps: Omega Squad	10/00	$39.95
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Spyro Year of Dragon	10/00	$39.95
Star Trek Invasion	08/00	$38.95
Star Wars Demolition	11/00	$42.95
Star Wars Jedi Pwr Batt	04/00	$42.95
Street Fighter EX2 Plus	06/00	$36.95
Strider 2	08/00	$29.95
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Subbuteo	08/00	$39.95
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Super Cross 2000	08/00	$44.95
Sydney 2K Olympics	08/00	$39.95
Syphon Filter 2	03/00	$39.95
TOCA Tour Car Champ 2	05/00	$32.95
Tecmo Deception 3	03/00	$42.95
Tenchu 2	08/00	$39.95
Terracon	09/00	$39.95
Test Drive Cycles	09/00	$39.95
Test Drive Le Mans	06/00	$34.95
Test Drive Rally Mstr	09/00	$29.95
Threads of Fate	07/00	$36.95
Tiger Woods 2001	11/00	$39.95
Tiggers Honey Hunt	09/00	$39.95
Time Crisis 2	09/00	$46.95
Tomb Raider 5	11/00	$39.95
Tony Hawks Pro Skatr 2	09/00	$39.95
Torneko The Last Hope	11/00	$44.95
Tyco R/C Smash & Bash	08/00	$29.95
Ultimate Fight Champ	10/00	$42.95
Vagrant Story	05/00	$39.95
Valkyrie Profile	09/00	$44.95
Vampire Hunter D	09/00	$42.95
Vanark	04/00	$29.95
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Vegas Games 2001	10/00	$36.95
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WWF Smackdown 2	10/00	$42.95
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Warriors Might & Magic	11/00	$44.95
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'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby as they try to unlock the secrets of the Blue Spire & the strange young girl within it. Meet new characters, fight monsters, climb mountains & crawl through dungeons as you continue your quest to defeat the evil Zophar!

PlayStation
LUNAR 2
COMPLETE

Working Designs (Roleplaying)
Release: 12/00
PSX
$59.95

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GAMEBOY COLOR

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Animorphs	10/00	$28.95
Armada: F/X Racers	08/00	$28.95
Army Men Sarges Hero 2	11/00	$28.99
Arthur's Fun Day	09/00	$28.95
Austin Powers 1	09/00	$28.95
Batman Beyond	10/00	$28.99
Battle Tanx	03/00	$22.99
Bionic Commando	01/00	$28.95
Blade	11/00	$28.95
Blaster Master Boy	09/00	$28.95
Bomberman MAX Blue	05/00	$28.99
Bomberman MAX Red	05/00	$28.99
Buffy Vampire Slayer	09/00	$28.95
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Cruisin' Exotica	10/00	$28.95
Crystalis	07/00	$28.95
CyberTiger Golf	10/00	$28.95
Dave Mirra Free BMX	11/00	$28.99
Dino Crisis	08/00	$28.99
Disney World Racing	11/00	$28.99
Donald Duck	10/00	$28.95
Donkey Kong Country 2	11/00	$28.99
Dragon Tales	10/00	$28.95
Dragon Warrior 1 & 2	09/00	$28.95
Dragon Warrior Monster	02/00	$28.99
Driver	05/00	$28.99
Dukes of Hazzard	11/00	$28.95
ECW Anarchy Rulez	11/00	$28.95
ESPN NBA Tonight	11/00	$28.99
FIFA Soccer 2001	11/00	$28.99
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Kirby Tilt n Tumble	01/00	$32.99
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Legend River King 2	09/00	$28.99
Legend Zelda Fruit Tree	11/00	$32.99
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M&M's Minies Madness	10/00	$28.95
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Mega Man X	11/00	$28.95
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NBA Live 2000	09/00	$28.99
NFL Blitz 2001	09/00	$28.95
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Pokemon Red	05/99	$27.95
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WWF No Mercy	10/00	$28.95
Wacky Races	09/00	$28.95
Wario Land 3	07/00	$28.99
Warlocked	07/00	$28.99
Warriors Might & Magic	11/00	$28.99
World is Not Enough	10/00	$28.99
Worms Armageddon	01/00	$28.99
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GAME BOY COLOR
Pokémon
GOLD VERSION

'POKEMON GOLD' Red, Blue, Yellow and now GOLD!!! With over 250 Pokemon including the original 150. Each Pokemon leads to more variation so collect the critters and fight it out.

Nintendo (Adventure)
Release: NOW
Gameboy

$29.95

'POKEMON SILVER'
Release: NOW

$29.95

DREAMCAST

Title	Release	Price
4x4 Evolution	10/00	$39.95
Bang! Gunship Elite	11/00	$46.95
Chu Chu Rocket	03/00	$29.95
Crazy Taxi	02/00	$46.95
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Dave Mirra Free BMX	11/00	$44.95
Dead or Alive 2	03/00	$39.95
Ecco the Dolphin	08/00	$39.95
Evil Dead Hail King	10/00	$44.95
Grandia 2	12/00	$48.95
Jet Grind Radio	10/00	$46.95
Kengo Master Bushido	12/00	$46.95
King Fighters Evolution	09/00	$46.95
Legend of Blade Masters	01/00	$39.95
MDK 2	04/00	$39.95
MTV Sports Skateboard	09/00	$46.95
Marvel Vs. Capcom 2	06/00	$42.95
Mat Hoffmans Pro BMX	02/00	$44.95
Metropolis Street Racer	11/00	$46.95
Phantasy Star Online	12/00	$49.95
Power Stone 2	08/00	$44.95
Resident Evil Code Veron	03/00	$44.95
SF3 Third Strike	09/00	$44.95
Samba de Amigo	10/00	$49.95
Sea Man Forbidden Pet	08/00	$52.95
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Sega Marine Fishing	10/00	$39.95
Sega Sports NBA 2K1	10/00	$49.95
Sega Sports NFL 2K1	09/00	$49.95
Sega Sports NHL 2K	02/00	$46.95
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Sonic Shuffle	11/00	$46.95
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Star Trek New Worlds	10/00	$46.95
Star Wars Jedi Pwr Batt	10/00	$42.95
Streetfighter Alpha 3	05/00	$39.95
The Ring:Terrors Realm	09/00	$39.95
Tokyo Extreme Racer 2	09/00	$46.95
Tomb Raider 5	11/00	$44.95
Tony Hawks Pro Skatr 2	11/00	$44.95
Ultimate Fight Champ	09/00	$46.95
Virtua Tennis	07/00	$38.95
WWF Royal Rumble	08/00	$44.95
World Series BB 2001	07/00	$48.95
Worldwide Soccer 2K	09/00	$44.95

Dreamcast
Shenmue
シェンムー

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Sega (Roleplaying)
Release: NOW
Dreamcast

$49.95

Dreamcast
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NFL 2K1

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Sega (Sports)
Release: NOW
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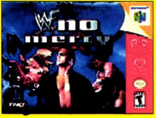

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Top 10 Games That Will Never Be Made

1. **Election! The Musical: The Video Game**
2. **Army Men: Hogan's Heroes**
3. **Sims Trailer Park Edition**
4. **Family Food**
5. **Razor Scooter Drunk Driver**
6. **Streetcar Named Desire: The RPG**
7. **Capcom vs. Gran Turismo**
8. **The Bible on PS2**
9. **Mr. Driller's Operation**
10. **Braveheart's Scottish DDR**

THE PS2'S 15 MINUTES OF INFAMY

The PlayStation 2 shortage is raging, and people want to know the truth about it. We scoured the planet to hear what theories people dreamt up and how likely we at *OPM* think they are.

Theory #1: The GT3 Revolution

With Sony preparing to lose $100 per PS2 sold, the only way they're going to make "tall coin" is if they sell a Delaware-sized box of GameDays. Right. So, once GT3 powerslides onto shelves, PS2s will magically appear alongside in droves.
Likelihood: 2 out of 5

Theory #2: Online Auctions Become the Rage!

With Sony set to lose over $1 million per PS2 sold, disrupting the economy is the only solution. Anarchist/political genius and soon-to-be-world-leader Ken Kutaragi plans to make anything PS2 the worldwide currency. Anyone with "useless American dollars" will auction furniture, knick-knacks and turkey basters on eBay.com hoping to snare a pricey copy of Fantavision.
Likelihood: 4 out of 5

Theory #3: Sony's 15 Minutes

Taking Andy Warhol's statement too literally, Sony, forgetting they own 25% of the planet, are trying to drive up demand for the PS2 in hopes they will collectively steal away a 16th and 17th minute of fame.
Likelihood: 7 out of 4

Theory #4: Fox Mulder Did It

Since David Duchovny isn't busied with *X-Files*, he's planning on saving the PS one. Duchovny and a group of PS one-loving muckety-mucks are compiling a "Give the PS one A Chance" album featuring Britney Spears, Julian Lennon (doing the title track) and Eminem. Elton John and Tina Turner, two big PS one advocates, were turned away because they weren't "the bomb anymore." Sony panicked, feeling their only option was to hold back PS2s to avoid potentially severe pop-backlash.
Likelihood: 3 out of 5 out of 9°

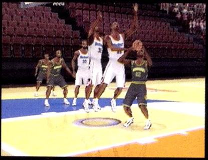
Theory #5: Xbox Undercover

Bill Gates has bought another sliver of the moon, making him majority owner. He's also bought Sony. His overwhelming ego (along with the boyish good looks) demands that he destroy Sony with bad business practices. Soon, his fantastical Xbox will hit store shelves. At that point he will give up smoking, ketchup, and smother the last PlayStation 2 with a down pillow.
Likelihood: 12 out of 33

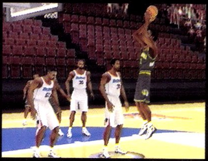
> "To meet **the demand it created**, Sony set up the PlayStation 2 manufacturing facility, which is **located in a one-car garage** in suburban Tokyo. There, the PlayStation 2 work force, which consists of 92-year-old Wokohito Mumuwama and his 89-year-old wife, Blanche, has been **making PlayStation 2 units as fast as they can**, considering they must assemble all **123,972** parts by hand, and their **candles keep blowing out.**"
>
> Dave Barry, syndicated column, Nov. 26, 2000

OPM'S COMIC STRIP

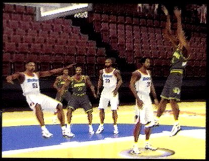
989's Final Four's award-winning collision is always good for a chuckle



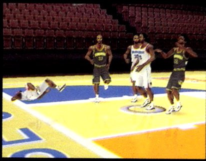
The mad phat pump-fake works like a charm on DePaul's duped defenders.



Which means they both land while Mizzou's guard pops a shot.



Oh, but what's this? DePaul's grounded baller seems to have taken a vicious ghost



He lies down, shamelessly shoved, but not really shoved at all. 989 strikes again!

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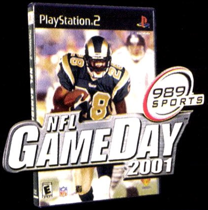
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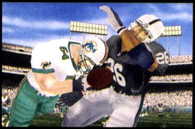
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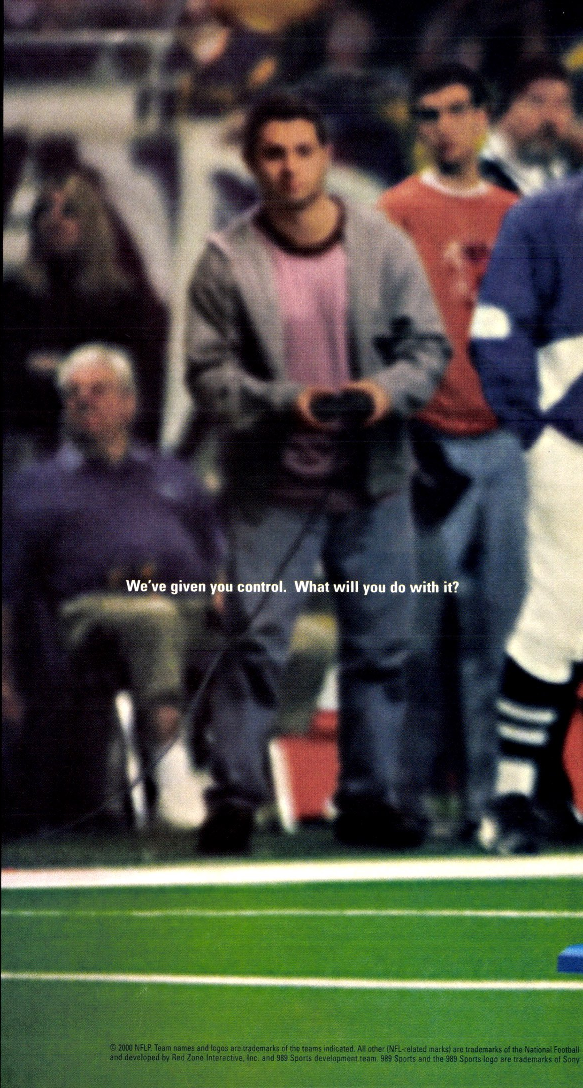
We've given you control. What will you do with it?

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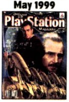
☐ 
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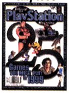
☐ 
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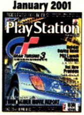
☐ 
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Take 2 Interactive	15, 19, 41, 71, 91	www.rockstargames.com
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OFFICIAL U.S. PlayStation MAGAZINE

NEXT MONTH

March 2001
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OFFICIAL U.S. PlayStation MAGAZINE

Exclusive first look at the next wave of extreme sports titles from EA Sports. Watch out for some cool games including the sequel to a certain PS2 snowboarding game.

EA SPORTS BIG™

•Editorial content subject to change•

ELECTRONIC GAMING MONTHLY™

February 2001
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Old franchises don't die easily. In fact, they're resurging with a vengeance on the PS2. Games such as WipeOut, Tomb Raider, Twisted Metal, Tekken and Ridge Racer had lost some of their luster. *EGM* will show you how and why they're making a run to regain their glory. Everything old is indeed new again. Also, in the spirit of the elections, we urge you to support your favorite games by picking up the next issue so you can get that coveted ballot for *EGM*'s Reader's Choice Awards.

- Special eXclusive...?
- More pictures and info on Gran Turismo 3 for PlayStation 2
- Klonoa 2 Preview for PlayStation 2
- Lunar 2: Eternal Blue Complete Review for PlayStation
- Grandia II Review for Dreamcast
- Capcom vs. SNK Review for Dreamcast
- Breath of Fire IV Review for PlayStation

EXPERT GAMER™

February 2001
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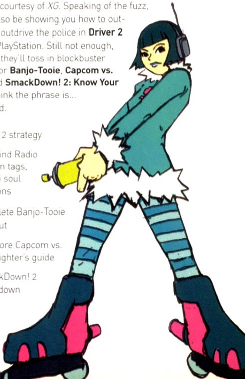
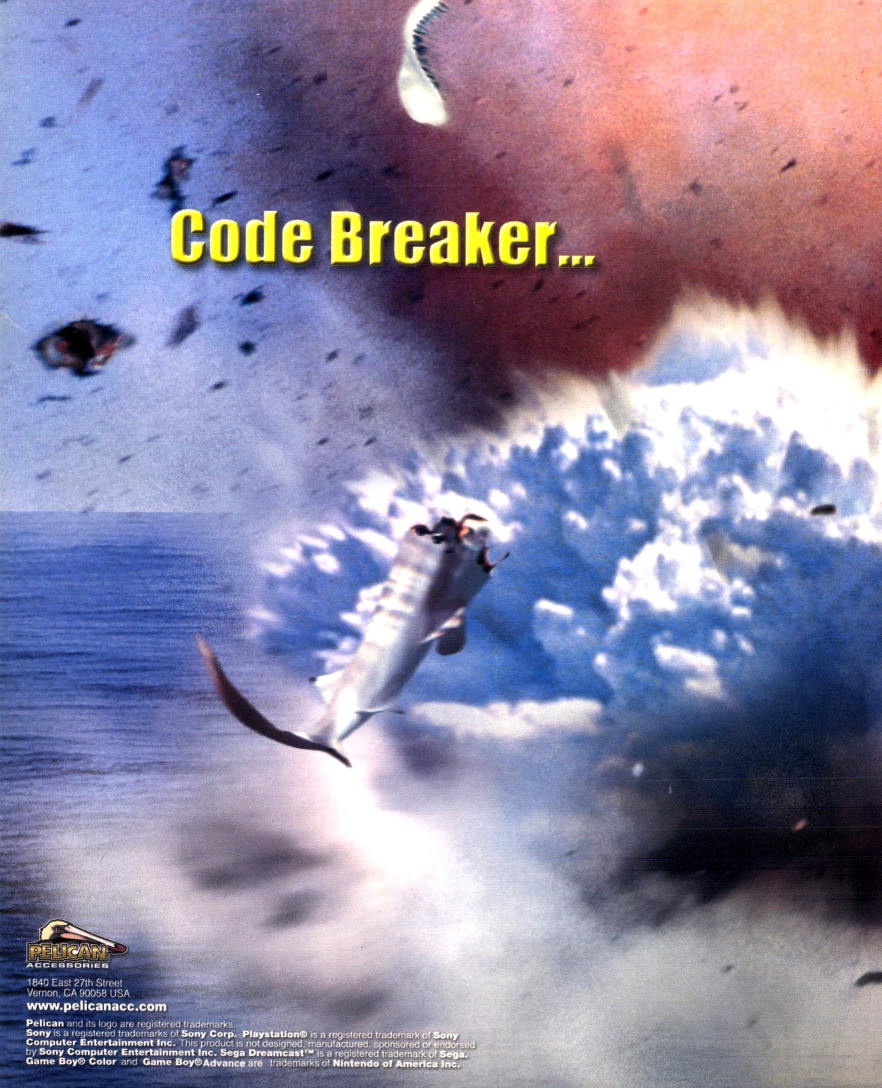
The hits just keep on coming, or something like that, as *XG* rolls on into 2001. First, they bust out **Jet Grind Radio**, Sega's must-have hybrid of skating and mayhem. Get the tag locations and stay away from the fuzz, all courtesy of *XG*. Speaking of the fuzz, they'll also be showing you how to outrun and outdrive the police in **Driver 2** for the PlayStation. Still not enough, eh? OK, they'll toss in blockbuster guides for **Banjo-Tooie**, **Capcom vs. SNK** and **SmackDown! 2: Know Your Role**. Think the phrase is... 'nuff said.

- Driver 2 strategy
- Jet Grind Radio custom tags, graffiti soul locations
- Complete Banjo-Tooie blowout
- Hardcore Capcom vs. SNK fighter's guide
- SmackDown! 2 breakdown

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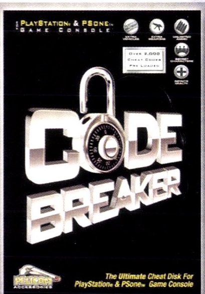
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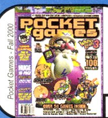
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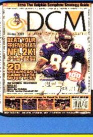
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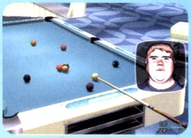
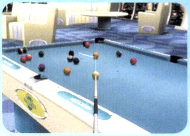


Play alone or with a friend



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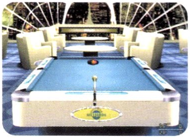

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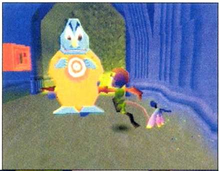
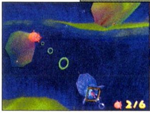
Next Month's Demo Disc

Playables:
Hot Shots Golf 2, Disney's Tarzan, Grind Session, CTR Crash Team Racing
Non-Playables:
ATV Offroad Fury, Fear Effect 2, Soul Reaver 2

Spyro: Year of the Dragon





What is it?
Excellent question! Spyro: Year of the Dragon is the third and final PS one installment of one of the most popular 3D action games to appear on the gray console (second only to Crash Bandicoot). You assume the role of a young dragon named Spyro, who's charged with rescuing kidnapped baby dragons.

How does it play?
Another fantastic question. This new demo has three completely new levels for you to explore, two as Spyro, and one as Agent 9. Surely by the end of this demo you'll want to buy the game?

The first level has Spyro traversing a wintery level (a requisite, it seems, for 3D platformers). Throughout the level are gun turrets. Hop on a turret and use the Circle button to fire. Take out the circling buzzards, then shoot down any ice structures. These structures are blocking Spyro's path, as well as a few hard-to-reach areas. It's also a lot of fun to shoot stuff. Use your fire breath to blast the TNT boxes, or propel them into the path of any unsuspecting baddies. The boxes explode on impact, so tread carefully on the slippery ponds.

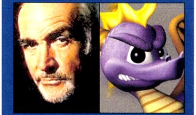
The second level allows you to do your best Sean Connery impression ("One ping only!") as you take to the seas in a minisub. Clear out the enemy subs to free another captured dragon youngin'. The first time around is easy: Just keep on them until all three lock-on rings are red, then fire away. ("Flood tubes three and four!") The second time is a bit more difficult, as the first six will start laying out mines as you try to lock on. Navigate around them ("Twenty-degree downangle!") and take 'em out. The last guy won't lay any mines—but he's fast, so it's tough to get a lock. Keep firing in his general direction, and you may get a lucky shot.

The third level gives Spyro a rest, as you take control of Agent 9. This secret monkey-agent is armed with a nifty rebounding laser. Unfortunately, that's pretty much all he can do. Take out the dummies, then the Rynocks, and proceed to the lab. Switch into your sniping mode (hit Triangle), and then pick off the Rynocks and birds, county-fair style. After cleaning up the lab, follow the professor outside and get your bombs. Aim by holding down the Square button and maneuvering your targeting circle over an enemy. Eliminate the first three guards (careful to stay out of their laser range), then the professor will deactivate the last gate. These last guys are tough, as they'll fire on you as soon as you throw your bomb. Rid the island of the bad guys and you'll get a baby dragon as a reward.

△	CAMERA	L1	CAMERA
□	CHARGE	L2	ROTATE CAMERA
○	FLAME	R1	CAMERA
X	JUMP	R2	ROTATE CAMERA

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **INSOMNIAC** • PUBLISHER: **SONY CEA** • GENRE: **ACTION**

ONE PING ONLY



That mention of Sean Connery over there is no accident. Fans of the legendary Scottish actor will remember his role as a voice-actor in the movie *Dragonheart*. Is there a connection here? Was Connery in line to provide Spyro's voice? Is the submarine level a tribute to the classic *The Hunt For Red October*? Probably not—but we just needed something to write this sidebar about.

Star Wars Demolition

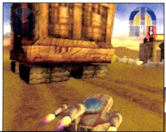
We know that it's no Starfighter. Heck, this ain't even Super Bombad Racing. But until those PS2 games are released (and believe us, we can't wait!), you can tide yourself over with some Vigilante 8-inspired action in the form of Star Wars Demolition.

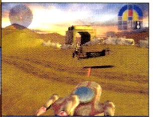
Pick either Luke's X-34 Landspeeder or the Desert Skiff and battle it out on the rough, sandy terrain of Tatooine. Charge up your weapons using the right shoulder buttons, and remember to regenerate your health in one of the many recharging stations on the level. Shoot the floating pods to add a more powerful secondary weapon to your arsenal. Too bad LucasArts didn't let you play as the snowspeeder this time—but we suspect that they want you to buy the full game.

So what do we think of this one? Check out this month's review section for our take, and see whether or not you agree with the boss-man's review stylings.

△	NOT USED	L1	CHARGE
□	BRAKE	L2	SECONDARY
○	NOT USED	R1	CHARGE
X	ACCELERATE	R2	PRIMARY

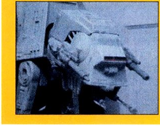
PLAYERS: **1-2** • AVAILABILITY: **NOW** • DEVELOPER: **LUXOFLUX** • PUBLISHER: **LUCASARTS** • GENRE: **ACTION**





Desert Skiff destroyed!

DEMOLITION REDUX

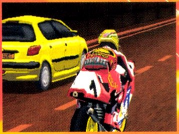


Just in case you missed it last time (and judging by the incorrect URL we printed, most of you probably did), a special movie can be found at **www.raverpants.com/skip/atat.mpg** demonstrating some real Star Wars demolition work. Look for a special-edition rerelease commemorating the one-year anniversary of the film coming soon...

moto Racer™ WORLD TOUR

00:48:52
5/5Pos
1/3Lap
MOTUL

00:34:21
5/5Pos
1/2Laps
CERTINA
4: 02.10



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With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

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So Real,
It Almost
Hurts.

IN STORES NOVEMBER 2000

PlayStation

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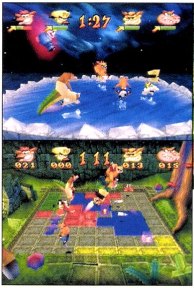

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Crash Bash

Just in case you missed our demo of this one a few issues ago, we've brought it back for your enjoyment. So dust off that multitap and gather a few friends for some jolly Crash Bashing.

If you feel so inclined to run to your local game store and buy the final version of Crash Bash, you're in for approximately 30 different minigames starring characters from the Crash Bandicoot franchise. There's an adventure mode similar to the regular Crash games, and a team battle feature for many of the events. The two minigames available on the demo are Pogo Painter and Polar Panic. Oh yeah—you can also unlock Pogo-A-Gogo by winning all three awards in each level. Talk about a Demo Disc value!

For Pogo Painter, concentrate on creating large blocks of your color instead of long rows; that'll help you avoid a competitor taking over an entire row with an arrow power-up. If a pair of speed shoes happens to materialize nearby, pick them up and head to a point box as quickly as possible. Keep doing this and you should be able to pull off a victory.

In Polar Panic, the only things you ought to keep in mind are that "lightning icon on you = good" and "weight icon on you = bad." If you find yourself with the weight icon, try to tag another player to shift the pain over to him. And if you get the lightning bolt, try to keep away from the others. They'll get zapped while you remain electricity-free. Lure the other guys near the edge, then try to get around them for the bump.

EVERYONE

△	NOT USED	L1	NOT USED
□	MISSILE/CHARGE	L2	NOT USED
○	NOT USED	R1	NOT USED
✕	NOT USED	R2	NOT USED

PLAYERS: **1-4** • AVAILABILITY: **NOW** • DEVELOPER: **EUROCOM** • PUBLISHER: **SONY CEA** • GENRE: **ACTION**

Mort the Chicken

"Who is Mort the Chicken?" one might be compelled to ask. Well, don't ask us—we don't know either. All we know is that his game looks like another 3D item-collecting platformer. But chickens can, at times, be funny [like in the movie *Chicken Run*, or when they're running around with their heads cut off]. Mort can't fly, but he can flap his wings hard enough to glide from platform to platform. Keep an eye out for the yellow piles of feed corn strewn about the level; they'll refuel your health if you happen to be attacked by those evil and diabolical cubes. Collect the 10 chicks and return them to the well, safe and sound. Mort the Chicken should be available at print time, and is priced for the gamer on a budget. Pick it up along with a side of those new McDonald's Fried McChicken-heads. Or read this month's review first, as you might just lose your appetite for this one.

EVERYONE

△	PAUSE	L1	CHICK CALL
□	PECK	L2	CAMERA
○	COMB WHIP	R1	TURBO RUN
✕	JUMP	R2	CAMERA

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **ANDNOW** • PUBLISHER: **CRAVE** • GENRE: **ACTION**

Cool Boarders 2001

SCORE
TRICKS
DIFFICULTY
TOTAL
SHIFTY
BACKFLIP
BACKFLIP

During the heyday of the PS one, there were a few franchises you could count on to be updated almost every year. Twisted Metal, Jet Moto, Tomb Raider—and Cool Boarders. This is the fifth installment of the once-popular snowboarding game, and Sony CEA is looking to get back some of the fans they lost with the last few versions. The control system is modeled after a recent popular skateboarding game [Square for grabs, Triangle for grinds, Circle for flips and X for jumps]. As you approach a jump, hold down X to get more air. Combine the buttons with directions and voilá—trick! It's hard to say how well Cool Boarders 2001 will do, with the interest shifting toward the PS2 and the allure of SSX and ESPN X-Games Snowboarding depressing the demand for a new version of Cool Boarders. As always, time will tell.

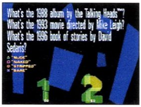
EVERYONE

△	GRIND	L1	SPECIALS
□	GRABS	L2	SPIN
○	FLIPS	R1	SPECIALS
✕	JUMP	R2	SPIN

PLAYERS: **1** • AVAILABILITY: **NOW** • DEVELOPER: **989 STUDIOS** • PUBLISHER: **SONY CEA** • GENRE: **SPORTS**

You Don't Know Jack Mock 2

The first thing you'll probably notice upon booting up the You Don't Know Jack Mock 2 demo is the stark difference in style from the first. Jellyvision opted to go with a more high-tech style [YDKJ 3000?]. The second thing you'll notice is the new announcer. The PG-13 writing remains intact, but we prefer the original announcer—this new guy just isn't smarmy enough to be a game show host. The third and last thing you may notice about the demo is that there are only five rounds, and the questions don't change if you choose to play again. Sorry 'bout that. Just grab a couple of friends, some beer [only if you're of age!], and enjoy the nudity-laced questions and the high-risk, high-tension Jack Attack round, which separates the trivia gods from the boys. Be sure to let Mr. Announcer read the question in full before buzzing in; otherwise you get to pick from four blank [and incorrect] answers. No matter what the outcome, just remember one thing: You don't know jack.



What's the 1988 album by the Talking Heads™?
What's the 1993 movie directed by Mike Leigh?
What's the 1996 book of stories by David Sedaris?
△ "NUDE"
□ "NAKED"
○ "STRIPPED"
✕ "BARE"

TEEN

△	ANSWER	L1	RING IN (P2)
□	ANSWER	L2	NOT USED
○	ANSWER	R1	RING IN (P1)
✕	ANSWER	R2	NOT USED

PLAYERS: **1-3** • AVAILABILITY: **NOW** • DEVELOPER: **JELLYVISION** • PUBLISHER: **SIERRA** • GENRE: **MISC**

Disc Problems?

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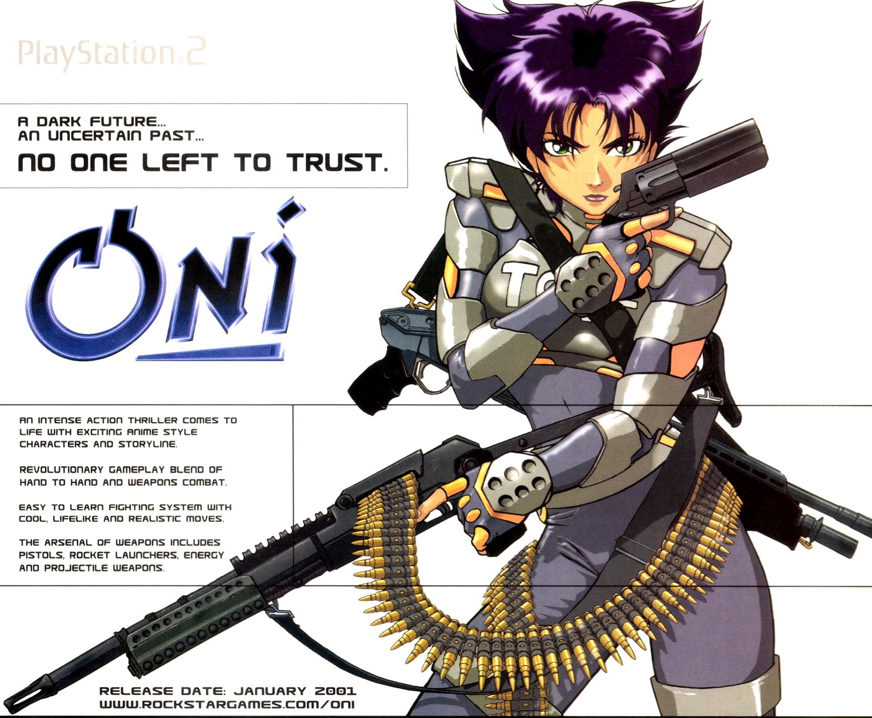
PlayStation 2

A DARK FUTURE...
AN UNCERTAIN PAST...

NO ONE LEFT TO TRUST.

ONI



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COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS

Mac
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BUNGIE

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

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Photography by Aengus McGiffin

PlayStation
Gran Turismo 3
Holiday Buying Guide
PS2 Launch Madness
Hot New Previews
Tomb Raider Movie Report
Exclusive Demo Disc

LETTER OF THE MONTH

BattleBots on PS2?

My family (mother, sister and I) have all recently become addicts of the show *BattleBots*. While we all happen to be mechanically challenged, the show really kicks butt!

Robots, with an assortment of weapons, shapes, sizes and weights, going around and bashing the living crap out of one another. Whoever said that's for guys only is obviously wrong, as my sister and mother both cheer when a saw rips through another bot, tearing it apart while giving off that beautiful sound of metal shredding metal.

Anyway, I guess I should get to the point, since this isn't the BattleBots Fan Club last time I checked. I thought this premise was the perfect idea for a video game. With all the vehicular combat games coming out (Star Wars Demolition, the Twisted Metal Series, etc.), it just popped into my mind as a perfect idea!

The game could include modes like trying to get through all the battles until the championship for the coveted Giant Nut (that alone would score an M rating these days, wouldn't it?), a versus mode for friends, a demolition mode with lots of people (a la Twisted Metal), and maybe even a create-a-bot mode where you can pick weapons, shapes, etc. Plus, you can make it educational with the little clips from Bill Nye—learn science while playing a game! Who wouldn't love it? If little toy cars could star in a video game, why not these bots?

Anyway, I'm done rambling now. I hope you aren't asleep yet...and if you are, maybe the sweet smashing sounds of homegrown bots battling it out can fix that.

Charles Jackson
sircharles77@hotmail.com

Now in its second season on Comedy Central, BattleBots has become quite the unlikely hit around the *OPM* offices. And apparently among *OPM* readers as well, as Charles wasn't the only one to write in with this idea. So here's the good news: We spoke with Trey Roski, a BattleBots representative, who told us that the series will be coming to a console near you—although he wouldn't specify which one. "We're talking to a lot of the main players," he said. Roski did mention that the game will definitely be on a next-gen system, so if anything it'd be on the PS2 and not the PS one. "We want to do a real high-end game," Roski said. "This property deserves to be treated correctly." We couldn't agree more. Let's hope this mention in the Letter of the Month will spur BattleBots to appear on our favorite system!

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of goodies from all your favorite software companies. You can even use it to build your own bone-crushing BattleBot!

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Imperfect Scores

I have been a longtime reader of your magazine, and base what I buy and what I don't buy mainly on your reviews and demos. But I think you guys were entirely too generous with your PS2 reviews. The PS2 launch games are not all that great. You already gave two games a perfect score! Are you judging these games against PS one games, or are you giving them good scores because you don't have any games to compare them with? What's next, perfect scores for an Army Men game?

Lance Fulfer
bosscheese@cheatcc.com

C'mon, now, Lance—perfect scores for an Army Men game?! Never! But let us reiterate that a "perfect" score doesn't necessarily indicate a perfect game. We gave SSX and TimeSplitters five-disc ratings because they're two of the funnest games we've ever played. Give 'em a try.

SCORE
48000
4670
X2
TIME
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42 km/h

PS2 Defect?

The other day my friend and I were playing SSX on my PlayStation 2 when the controller cord pulled the PS2 off the table it was resting on and it fell about three feet onto the ground. When I turned the PS2 off and looked at the disc, it had a scratch on it that made a perfect circle around the disc. Wondering what the source of this scratch was, I looked at the PS2 CD tray and discovered that the circle was the exact same size as the inner circle in the CD tray. What I'm saying is that because of the architecture of the PlayStation 2 CD tray, if the PlayStation 2 falls off something (my table, for example), the disc receives a scratch and the game is rendered useless. I'm sure I'm not the only one this has happened to, and I feel it should be brought to Sony's attention.

Ian Deitz
ideitz20@hotmail.com

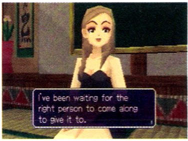
Right. We also found another problem with the PS2, this time with the Dual Shock 2 controller. The other day, Todd was whizzing through the office on a Razor scooter, swinging the joypad around his head like a lasso. But then the cord slipped from his hands, sending the pad hurtling against the wall at high speed, shattering it into several pieces. Sorting through the mess, we found that the Dual Shock 2 broke because it couldn't withstand high-impact collisions with load-bearing walls. We're sure we're not the only ones this has happened to, and we will bring it to Sony's attention, along with your discovery.

Lay Off the (Half) Pipe

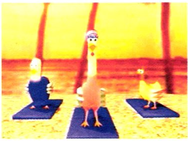
When I first played Tony Hawk 2 I thought, "Hmmm, pretty good." Then I played more and thought, "Hmmm, this game kicks ass." But one thing puzzles me. No, two things. You know how when your skater crashes, he spills blood all over the place? Well, guess what I found out. The blood somehow disap-

Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from the laughably bad Mort the Chicken, should be easy enough.


I've been waiting for the right person to come along to give it to.

WINNER!
"Oh, I'm sorry. This game only has a Teen rating. Maybe next time."
nreel@earthlink.net



NEXT MONTH
Think of something that'll make us cluck with delight, and you'll be our next winner.

pears! If it stayed there, I bet there'd be a lot of blood all over the place (because I crash a lot). Also, that's awesome how the skater's board just comes right back to him. It kind of makes you sit there and think, "How did they DO that?!"

Todd Dunham
modchip552@hotmail.com

And they say marijuana doesn't permanently affect brain chemistry...

Hockey Foul

In your Buyer's Guide from your GT3 issue, I noticed that you listed EA's NHL 2001 as one of the sports games to buy. I'm confused. Resident hockey guru (and Blues fan—ugh!) Todd Zuniga gave 989's FaceOff a half point higher, and I'd have to agree with him. So did Zuniga have a change of heart? Or did EA pay you guys off?

Winslow Solomon
Detroit, MI

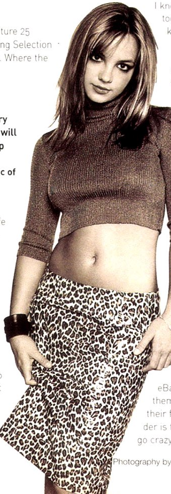
No payoff, Winslow, just an honest mistake. While you can't go wrong with NHL 2001, we originally meant to include FaceOff instead.

Oops, We Did It Again

In your August 2000 issue you feature 25 Beautiful People. I noticed Stepping Selection with the very sexy Britney Spears. Where the hell is it?

Josh Danner
Boise, ID

Our source at Jaleco says it's very unlikely that Stepping Selection will be coming to the U.S., but to help you get over this great loss, we offer you yet another luscious pic of the lovely Britney Spears.



Photography by Marc Baptiste /Corbis Outline

New Sensations

One thing I've learned from my life of gaming—never have a favorite genre. I love RPGs, and I still do. But I started them on the Genesis. It was good. Until this new stuff came out. I'm always game for a Final Fantasy, but the games have changed so much. Back then, any RPG you grabbed had a decent story, lame but loveable characters, and bad graphics. Now before I rent/buy a game I have to read everything about it so I don't shell out an insane amount of cash for something that isn't even worth the potential frisbee the disc may become. That's why we need these old-school games like FF9. On the flip side of that are dancing games. I used to hate anything that required rhythm—sorry, but I'm a ditz when it comes to dancing. But I guess Dance Dance Revolution caused my own dance revolution. I was at an arcade when I saw something I had never seen before. Two people actually into a game. I heard the banging of the pads and saw two people nearly sweating to the intense beat. I waited half an hour to try it. I sucked. I tried again, I still sucked. BUT I HAD FUN! I made a fool of myself, I didn't care. I now like dancing games. So that's one example of when you just have to adapt.

Mike Slavin
Jujitsu12@aol.com

We like the way you think. And with the PS2 finally here, now's as good a time as ever to try out new genres. RPG geeks, give Madden a shot. Action junkies, try a real-time strategy. Broaden your horizons, and learn to love all games, just like we do.

Couples Controversy Continues

I've been debating whether or not to subscribe to your magazine, but the way you responded to the letters against your lesbian article "Couples who play together, stay together" (Nov. issue) made my decision very easy! I don't hate homosexual people, just what they do. God says explicitly that homosexuality is a sin. Personally I think you should weigh this out: You have two letters against your article (mine making three) to your ONE staunch defender of the homosexual article. As for me, I will tell others of your stance against what is right and ethical and see just how many more people will take their hard-earned money to another publication. Thanks for your time.

Steve Voltmer
svoltmer@earthlink.net

I know that the "Couples who play together, stay together" is old news, but I have to give you kudos on printing the lesbian couple for the reasons you did. It doesn't matter who you do what with, just as long as you enjoy doing it and it doesn't hurt anyone. Psychotik_robotik wrote that he was appalled by the article, and that you should stay within the world's normal boundaries. Well, I think you did. Not to mention that the world doesn't have boundaries anymore, at least since we discovered that THE WORLD IS NOT FLAT.

Okedayitslalalnd@aol.com

And with these two letters we officially put to rest this controversy. Oh, and memo to Mr. Voltmer: Just because we printed two letters against and one for our couple last month doesn't mean those were the only letters we received. In fact, we've gotten tons of responses, with an even amount of opinions swinging both ways.

Don't Blame the PS2 Pushers

I thought I wouldn't ever have to correct you guys, but in issue #40 you wrote an article about the selling of PlayStation 2s on eBay. You said that the people were wrong to sell them for prices that were unreasonable. Well it isn't their fault! People go to eBay to bid. The highest bidder is the winner. It isn't the owners fault that people go crazy when they bid. If it's the asking prices that you

QUESTION OF THE MOMENT

This month you tell us which car you'd like to see in GT3. Next month, we'd like to turn your attention to the PS2's online capabilities. Which titles would you like to see go online? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes PS2 Online Games.

I would definitely like to see the new Chevrolet Corvette included in GT3. There are a few older Corvettes in the previous GT games, but the new style never seems to make it into the lineup. The new Corvette is a sweet car and I would love a shot at getting behind the wheel!

Jon Snider
sniderjon@hotmail.com

I think that a '93-'97 Ford Probe GT should be included in GT3. That car had more HP than an Eclipse Spyder, and the handling is great. It would be a great addition to the lineup.

SPIRIT_OF_13@webtv.net

They should keep the Suzuki Escudo Pikes Peak Version in there. That's how I won all my hard races!

Sev1718@aol.com

Ford Mustang SVT Cobra R...and plenty of concepts (Charger R/T...Charger R/T...Charger R/T...).

Inflatodude@aol.com

Out of all the cars they offer for Honda, they do not offer the Honda Civic two-door coupe. That's the car I'd like to see in the game.

Mark Hlavac
HAVALIC@aol.com

The car I'd really like to see in GT3 is a Ford Pantara. Hardly anyone knows what they are, but those who do wish they had one. After all, how can you go wrong putting a mid-engine 351, rear-wheel drive, stickshift car in the game?

WMeeks0761@aol.com

I would like to see a Deawoo Leganza in there, because it's such an ugly, bad and poorly made car! It would be humorous when playing it because all the high-performance cars like the MR2 would just fly by you.

Benaldo Donnaloia
FleezyItalian@020.co.uk

I really love the PT Cruiser. I would really like to see it. I don't have a PlayStation 2, but I love Gran Turismo!

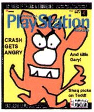
IzzyRN@AOL.com

guys were ranting about, well...supply and demand, folks. Besides, they were gonna go up that high anyway, so what's the problem? All in all, I just wanted to let you guys know that not everyone is out to con a person. A good percent of the American population is—but not everyone, OK?

williemcguire@cheatcc.com

You're missing Chris Baker's point. While not illegal, and not necessarily a con, it's just plain, well...tacky. Sure, you can argue that it may not be immoral (although most of us here disagree), but it's not very nice to ruin so many people's holiday season by buying up a much-wanted console just to turn around and sell it for a ridiculous markup—even if the demand is there.

> "I vehemently admire, adore and love Lara Croft and Sheena Easton immensely and intensely with my entire heart."



PlayStation
BASH
CRASH BASH

Art Therapy

In last month's issue there was a particular piece of art that caught my attention. It was a remake of the earlier issue's cover with Crash (and a wonderful incarnation of him) on it, which was submitted by Samuel Kennedy. Is this the same Sam from the magazine?

But, what really got my attention was that it said "CRASH GETS ANGRY...And kills Gary!" and "Shaq picks on Todd!" If it is Sam, does he have a grudge with Gary and Todd or something?

Daniel Provenzano
raptor89@excite.com

For months now Sam has been trying to come to terms with his aggression issues. The drawing you saw in the magazine was, in fact, part of his alternate outlet aggression release program.

In the past, he would channel his anger toward physical violence: pushing Gary in the hall, forcing Todd to do things he didn't want to do, and just being surly. His therapy now involves "drawing out" his anger—putting it down on paper and pretending that he physically performed the things he wrote.

He used the previous cover because he was disgusted with Bob Conlon's (*OPM*'s senior art director) choice of cover art. He was also so upset that Naughty Dog wasn't making Crash Bash that he wanted to hurt them as well.

Please encourage Sam to think happy, positive thoughts. Send him an e-mail thanking him for his fine reviews. Praise his newshound skills. These little things will help Sam on his road to recovery.

Genius at Work

I WAS THINKING ARE YOU GO TO TRAY MAKING SO GAMES? WELL I WAS JUST THINKING ABOUT HAVE GAMES CALL AND BASE ON THE MOVIES. HERE THEY ARE HALLOWEEN, HALLOWEEN2,4,5,6, H20, SCREAM, SCREAM2,3, FRIDAY THE 13, FRIDAY THE 13 PART1,2,3,4,5,6,THE FINAL CHAPTER, JASON GOES TO HELL, NIGHTMARE ON ..... ALL OF THEM AND SIM CITY WITH SIM CITY 2000. I HOPE THEY COME OUT. DO YOU?

BYE BYE FOR NOW IF I COME UP WITH ANY MORE THINGS I WILL E-MAIL YOU.

Steve Michael Shepler
thong_song_2000@angelfire.com

THOSE ARE VERY GOOD IDEAS THANK YOU, WE HOPE THEY COME OUT VERY SOON. DO YOU? PLEAZ SEND US MORE IDEAS. YOU ARE VERY SMART.

Good Grammar

I was recently reading the January 2001 issue of *OPM*, when I spotted an error. In your artcile on pg. 46 about Chrono Trigger coming to PS one, you state that the RPG could be making it's way to the U.S. shores. I believe you meant stores there, not shores, but hey, we all make mistakes.

Kyle Sutton
Sportz_Kidd@yahoo.com

We believe the proper spelling is "article," not "artcile." And we believe you meant to use "its" rather than "it's." But hey, we all make mistakes. Oh, by the way, we did in fact mean to say shores.

QUICK HITS

Shaddup!

I have a friend who thinks Jersey Devil is the best thing ever! He is convinced there will be a sequel. Please respond so I can show him the mag, and shut him up...

Joe Brown
joevanna@hotmail.com

Jersey Devil is not the best thing ever. There will be no sequel. Your friend will shut up now.

Future Stalker?

I vehemently admire, adore and love Lara Croft and Sheena Easton immensely and intensely with my entire heart. I think they are extremely beautiful, special and virtuous ladies... My favorite female professional tennis player is Martina Hingis because she is a Swiss Miss. I also like James Bond movies with Roger Moore.

Paul Wright
Peoria, IL

Umm...OK.

THE SOAP BOX

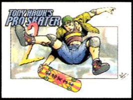
Enough already! Sure, we're interested in your thoughts on the whole video game violence issue, but can we move on now? How about sharing with us the ways that your PlayStation has changed your life? Or try telling us about all the lessons you've learned while playing your favorite games. Send us photos of your game room, wacky screenshots and stunning artwork. This is your letters section—so get busy writing!

The Editors
Official U.S. PlayStation Magazine

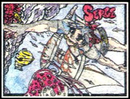
Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Jeff Welborn, for yet another spectacular pic.



Jeff Welborn
Shreveport, LA



Ted Kanou
Warren, MI

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules:

1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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OPM LETTER OF THE MONTH Official Contest Rules:

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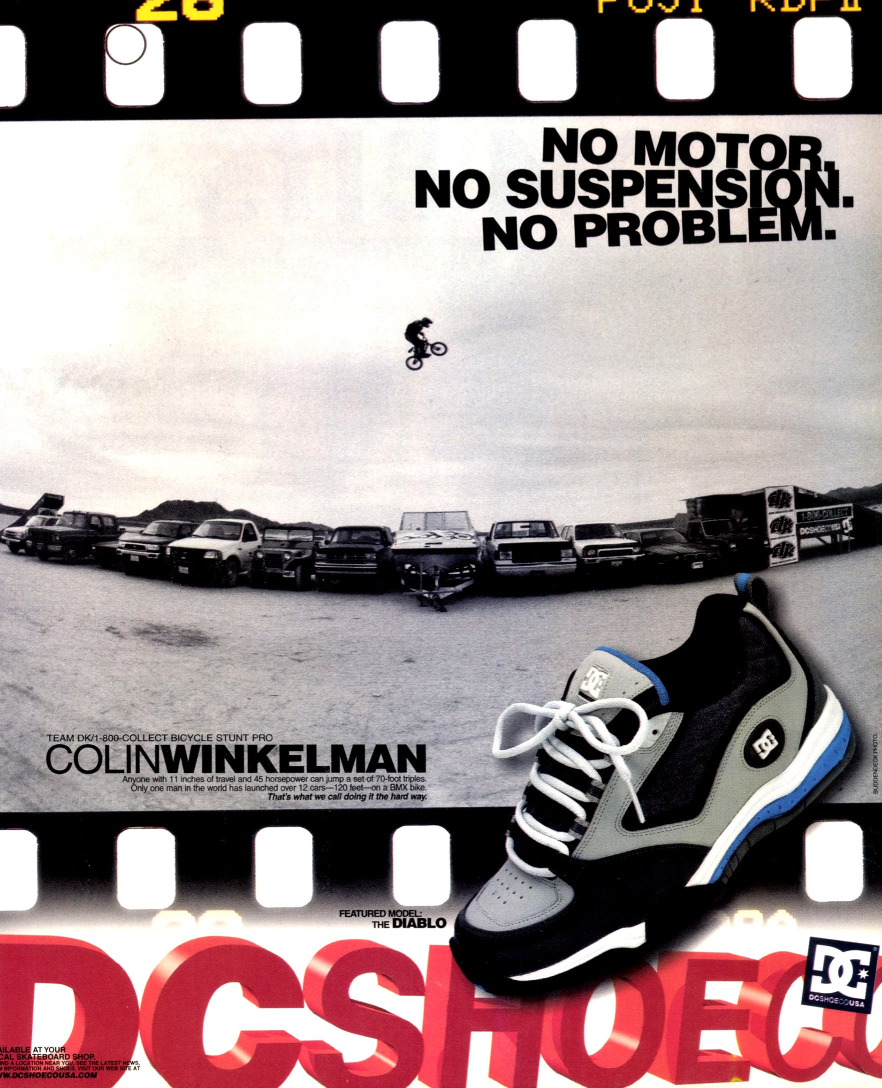
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NO PROBLEM.
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FROM BITS TO

FLICKS

TOMB RAIDER: THE MOVIE

Seen the new *Tomb Raider* trailer yet? If not, believe us, you'll be seeing it soon, as Paramount has just begun the marketing blitz of theatrical trailers, images and all kinds of info on the film, all in an effort to kick the buzz into the stratosphere leading up to *Tomb Raider*'s summer debut. Already, the flick has been featured on *Entertainment Tonight*, in the pages of *Entertainment Weekly*, and in countless other magazines and programs (including our exclusive first look last month!).

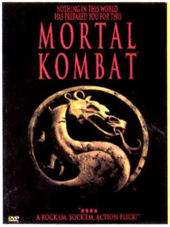
So will *Tomb Raider* live up to the growing hype? We're pretty pleased with what we've seen so far. What's most impressive, though, is how well Lara's character and trademark moves have been captured by the film. From her accent to the gun twirls to the leaps and hops through ancient tombs, it's all there. "There are some resonance things," director Simon West (*The General's Daughter*, *Con Air*) told us. "I purposely put things into it. If you're a gamer, you watch the film and Lara Croft will do something, and it's definitely for you to go, 'Oooh!' It's just a wink every now and again to people who know the game."

At the same time, West is taking the story in whole new directions, creating a film that he hopes will appeal to a diverse audience. With that in mind, he's written what he feels is quite a robust script. "There's a much bigger reality about *Tomb Raider*, which in a genre film people don't expect," says West. "They expect it's all cartoon characters, superficial, but then you have these great scenes in it where you're welling up with the emotion in it. You're really ready for the action after that."

Of course, we're not talking about high art here—this is still Tomb Raider we're dealing with. But that's just fine with Angelina Jolie, who along with the rest of the cast has signed on for two more pictures. "It's fun for me," Jolie told us. "I'm having a good time doing it. And I think it will be a really fun movie."

www.tombraidermovie.com

BUT DON'T THEY ALL SUCK?


NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS
MORTAL KOMBAT
★★★★
A ROCK'EM, SOCK'EM, ACTION FLICK!
DVD

Super Mario Bros. Street Fighter: The Movie. Mortal Kombat. Movie versions of video games have been pretty appalling, judging from this lineup. But that doesn't concern Lloyd Levin, one of *Tomb Raider*'s producers. Why? "It's a new medium, and I don't think there have been all that many game-to-movie adaptations," Levin explains. "It would be kind of like saying there have been a couple of crappy novel-to-movie adaptations, so let's write off novels. I think games are a real source of characters and some great stories. And from the point of view of visuals—fantastic visuals, different visuals. I think games potentially are a rich source of material for movies."

LET US KNOW WHAT YOU THINK...

Are you excited by these new films? Send us your thoughts to opm@ziffdavis.com

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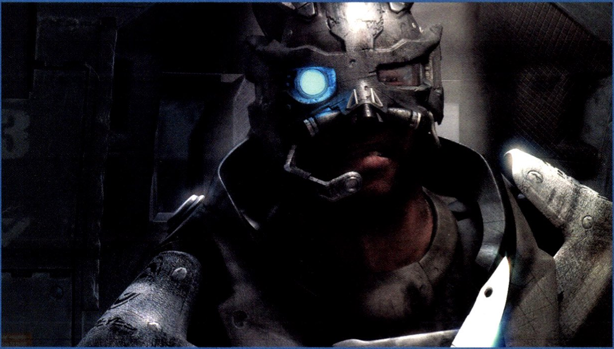


FINAL FANTASY: THE SPIRITS WITHIN

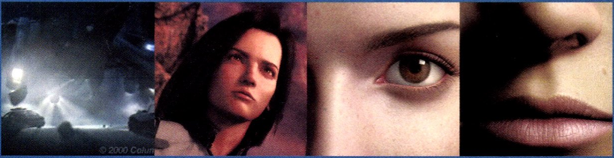
You've heard the details: 150 artists working with a team of 20 computer scientists and engineers, all holed up at Square's Honolulu studio. You've read about the cast of voice-actors, including Alec Baldwin (yes, that's the talented one), Steve Buscemi and Peri Gilpin. You already know that Hironobu Sakaguchi, the mastermind behind Final Fantasy, is the director of the film. But nothing can prepare you for the stunning, arresting visual splendor of *Final Fantasy: The Spirits Within*, due out this July. See for yourself if you don't believe us—and even if you do, you'll still want to download the latest trailer from Square's Web site.

The film is set on Earth in the year 2065. Alien invaders have all but eliminated the population. "The film's story takes place in a world full of confusion and destruction," explains Sakaguchi. "There, people are so focused on the death that surrounds them, they lose their perception of love. They question their own existence and are crushed by fear, depression and sorrow. But this *must* be overcome."

While the film isn't an adaptation of any particular Final Fantasy game, Sakaguchi says he based it on the roots of the series—namely, the themes of life and death. But unlike Final Fantasy IX, which returned the series to its old-school fantasy setting, the movie has a distinct sci-fi feel. "I also focused on the spiritual and philosophical aspect of life, rather than a fantasy world of myths and magic," says Sakaguchi.

There's little doubt the film will be a technical achievement. It promises to be the first CG production that will realistically capture the emotions seen through facial expressions and the like. On top of that, you can expect thrilling special effects and plenty of action sequences. But will the story live up to the standard set by the Final Fantasy games? And if it does, can such a film cross over to the mainstream? We certainly hope so. But at the very least, we know this is quite an ambitious project. "This is beyond anything that has been done before," boasts Sakaguchi.

www.finalfantasy.com

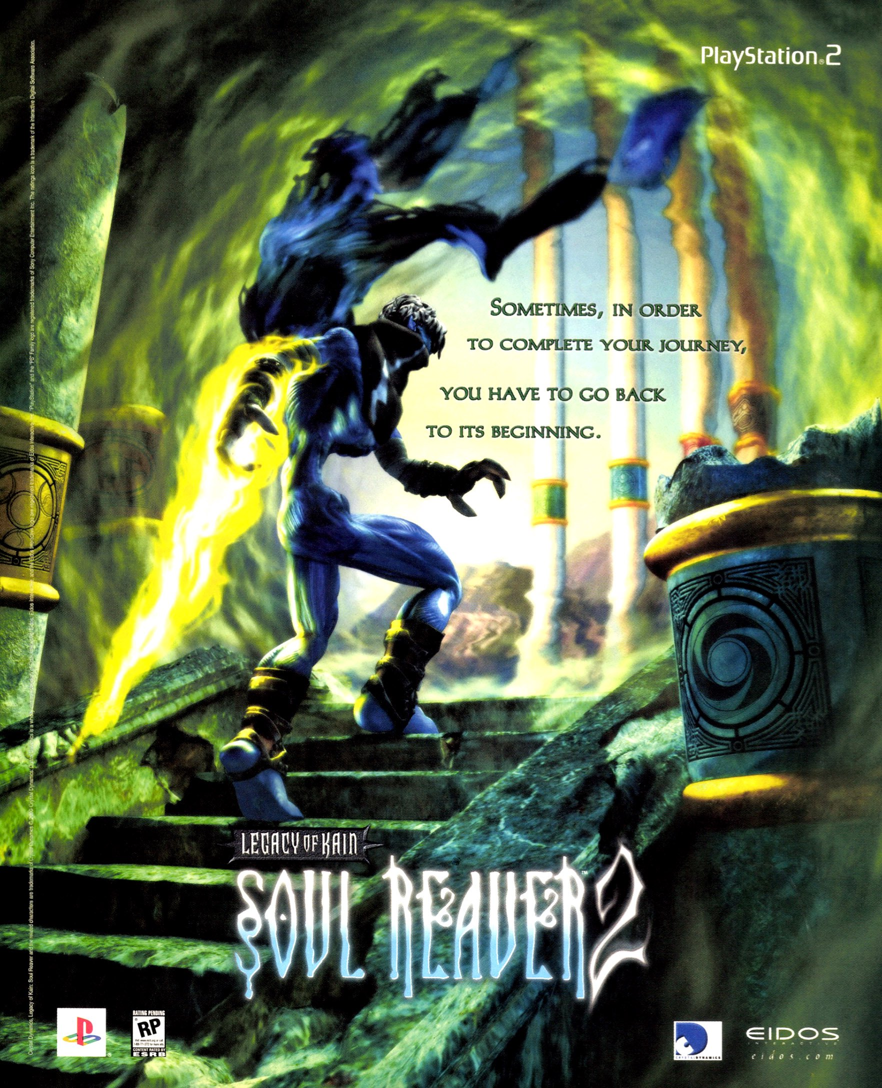


MORE BIG-SCREEN DEBUTS

Final Fantasy and Tomb Raider aren't the only video game series set to hit the silver screen. Kalisto Entertainment recently announced a film adaptation of its **Nightmare Creatures** franchise. The movie will be directed by Ralph Zondag (*Dinosaur*). Taking the helm of the adaptation efforts will be Matt Cirulnick (*Paid in Full, Total Recall 2, Hell Hole*)...Wow, what a coup! The film is a joint venture with APG and Le Studio Canal. If it's anything like the game, we're in store for a moody, bloody and even violently gruesome pic.

Rumors are flying around the Web again about a **Parasite Eve** movie, but still nothing has been confirmed. Madonna is said to have once held the rights to Square's horror/RPG. With the forthcoming new video game films, there seems to be a good chance for this one being made.

The **Resident Evil** film continues to move forward. For the latest casting news, turn to this month's Hollywood Banter.


PlayStation 2
SOMETIMES, IN ORDER
TO COMPLETE YOUR JOURNEY,
YOU HAVE TO GO BACK
TO ITS BEGINNING.
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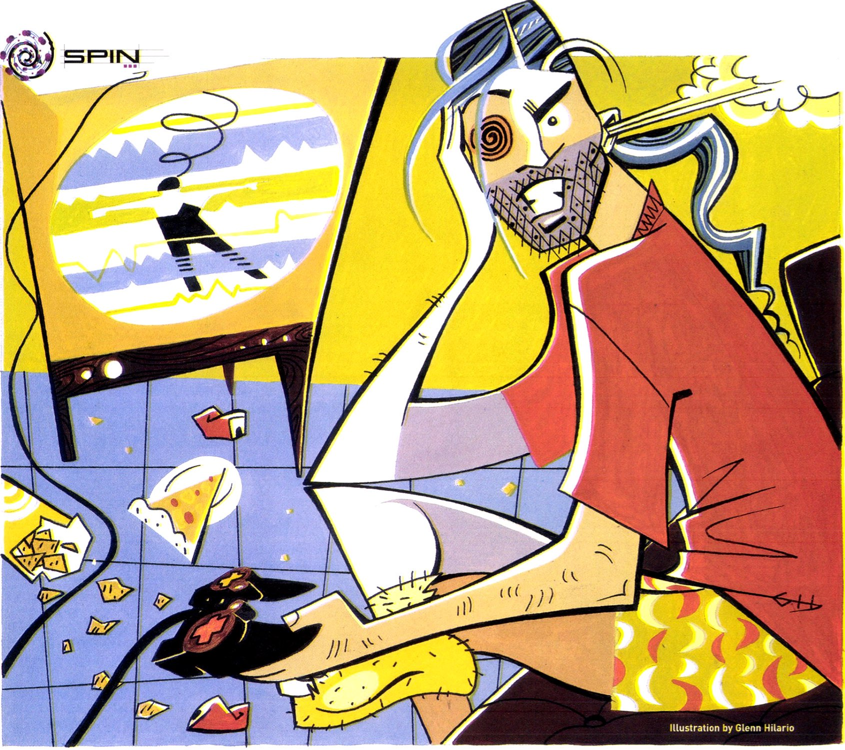


Illustration by Glenn Hilario

THINGS we HATE about GAMING

Ever have one of those moments when you want to hurl your controller against the wall, dropkick your PlayStation, and smash your game into a billion bits? Sure you have. In that spirit, we've compiled a list of some of the most irksome, irritating, annoying problems in gaming. Harsh criticism? Not in our view. After all, how will things ever change if no one talks about the problems?

So what do you think? What bothers you? Send your thoughts to opm@ziffdavis.com (titled "Things We Hate") and we'll print them in upcoming issues.

WAKE ME UP WHEN IT'S OVER

Endless cinemas. Yes, we enjoy seeing cinemas and cutscenes in games—the first time! But when replaying a section of the game, we don't need to be forced to sit through these scenes over and over again. A simple button press to skip past the cinema would be nice.

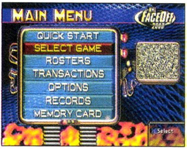
Oooh, look—it's Ifrit. That's so beautiful...Oooh, look, it's Ifrit. That's so beautiful. Oooh, look—aw, crap! Not again!

Over-the-top spell effects. Final Fantasy VIII is the biggest offender here, with several summon spells that can take as long as a few minutes to complete. Hey, it's just not amusing the 20 billionth time. And almost every RPG is guilty of this problem. Give us an option to either turn the effects off or skip past them, please.

Long load times. Watching a loading bar slowly fill up or the word "Loading" flashing for several minutes isn't very fun.

LOSING CONTROL

Poorly done menus. Menu screens set the tone for the game, and in certain genres like sports titles, you might spend almost as much time wading through these screens as you do playing the game. Staring at some of these eyesores can be a real bummer.



FaceOff 2000's menu screen is the worst one we could dredge up. Luckily they cleaned up their act for this season.

No customizable control. Hey, if I want to use the R2 shoulder button to jump and the Triangle button to shoot, let me, dammit!

No analog. With the exception of 2D fighters and Monster Rancher Hop-A-Bout, almost every new game should include analog control. EA's declining March Madness franchise stills lacks analog support—although that's the least of its problems these days.

When the D-Pad doesn't work because control is analog-only. And on the flip side of that are games that don't allow you to use the analog stick, even if it's not true analog control.

Games that switch off the analog between levels.

No Retry button. Don't make us go back to the Start screen and reload our game every time we die.

PS one controllers that claim to be PS2 controllers. Hey, we know your third-party pad also works on the PS2, but unless every button is analog, it just ain't a PS2 controller.

Leaps of faith. Nothing's worse than having to jump to a far-off platform that you can't even see. Whether you're hamstrung by a gimpy camera or thrown off by shoddy graphics, there's no excuse for these kinds of amateur design flaws.

KNOW YOUR ROLE

Non-linear games that don't have a purpose. No plot, no character development, no clear direction—no reason for us to play. Squaresoft's Legend of Mana is a prime example of this.

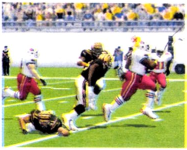
Legend of Mana's non-linearity was such a dismal failure that even the pretty graphics couldn't hide the ugly gameplay.

Random battles. The debate rages on about this one. Some of us still enjoy random encounters, while others here feel their time has come. But please, please, please don't make us slog our way through endless fights in areas where we have to search for objects or solve puzzles.

Ugly enemies. Ooh, look, it's a dragon with a flower growing out of its nostril... I'm really scared. And there's a giant walking/farting mushroom/jockstrap monster. And look out for that flying fairy/monkey/vacuum cleaner beast! C'mon, now—let's get some new and innovative creatures. Enough with this absurd man/beast/potted plant hybrid lunacy.

CHEAP AND (UN)EASY

When the CPU cheats to win. Notching up the difficulty in most sports games doesn't make the opposing team smarter, just cheaper. More interceptions, more steals, more overlooked penalties. Even if you play a perfect game, you'll still suffer from cheap CPU gains.



Even the near-perfect Madden for the PS2 has a CPU that "cheats" way too much on the higher difficulty levels.

Poorly designed puzzles. So there's some graffiti in a subway station two blocks away that's actually the hidden password to enter this top-secret government building. Yeah, that makes sense.

Off-screen enemies. Oh great. I'm being shot at. By a baddie that's nowhere in sight. And I can't shoot back at him. Fun.

THANKS FOR THE MEMORIES

No memory card manager. Let's say you've just spent three hours playing through the beginning of some RPG or unlocking a garage full of cars in a racing game. Time well spent, right? So now you go to save your game—but alas, all your memory cards are full! What now? Well, you can either leave your PlayStation on and run out to the store to buy a new memory card (highly unlikely, as it's 2 a.m. on Tuesday night), or you can shut off your system, lose your progress, kick the dog, delete some files, and then start all over again. Of course, this wouldn't be a problem if only more games had memory card managers built in, allowing you to delete and copy files while still in the game...

Save points. Plea to game developers: Please let us save our games whenever and wherever we want. We don't need to have the difficulty of a game artificially ramped up because we have to solve 28 puzzles in a row before we can save. And we don't need to complete a three-hour-long dungeon in an RPG before we can halt our progress.

Thawed Out
MISSION SUCCESSFUL
× 10
× 6
× 2
× 0
11:10
PASSWORD
CONTINUE

Can't afford a memory card? No worries! Just play Lego Rock Raiders, as it doesn't even have a save function!

No multiple saves. Why have a setup that doesn't allow you to save more than one file to a memory card? For an example of how frustrating this can be, see this month's Sheep review.

No save option at all! Really. Some games don't even have them. For shame.

PROMISES, PROMISES

Shock tactics. Gamers have grown up. The industry has grown up. It's time for some of that really gross stuff to stop.

Doctored screenshots. Boy, that game looks sweet! Oh wait—that's not an actual screenshot? Whadya mean it's not a real screen?! Argh! I just wasted 40 smackers on this ugly piece of tripe!

$10 shame. We've yet to see a $10 game that's worth the price of admission. And please stop buying Spec Ops. Now.

Buy a used game. Rent a game. Anything. Just stop wasting your $10 allowance on Spec Ops.

Short but not sweet. Hey, these aren't films. We don't want to be watching the credits a mere two hours after we popped the disc into the PlayStation.

Overuse of X and Z. *Xtreme. Rulz.* Yuck.

MATURE
M
CONTENT RATED BY
ESRB

Animated Violence
Animated Blood and Gore
Suggestive Themes

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Knockout *Queen*

Knockout Kings 2001's charming empress of "pop" talks brawling, posing in *Playboy*, and her surprising future

OPM: How much involvement have you had with Knockout Kings and EA?
MIA: A lot. I was able to do the mo-cap, which I liked because I feel like it's true to who I am as a boxer. In the video game I look like her, or she looks like me—or however you're supposed to say that. And my fighting is pretty much the same, too. I've been really happy with it.

OPM: Why do fighters become fighters?
MIA: I don't think normal people become fighters. I think there's something a bit crazy about fighters. I don't think any of them come from really normal childhoods. I don't think people grow up to say, "Mom, I really want to kick some ass today, and get the sh–t kicked out of me today." I think that you have to have something in you that makes you a very aggressive, volatile person. Fortunately, that's how I found solace in my childhood: being in the ring.

OPM: How did your fighting start?
MIA: My dad put me in Tae Kwon Do at the age of six and I started competing. I stayed in it for 23 years in the amateurs. I'm 33 now, so you can say I've fought my entire life.

OPM: At what age did you jump into boxing?
MIA: At 29 I turned pro. I was going to turn pro in kickboxing, but I chose boxing. I had an offer from Don King, so I took him up on it.

OPM: Didn't going pro affect a chance for you to be in the Olympics?
MIA: Yeah. That was my goal my whole life. But unfortunately Tae Kwon Do wasn't an official sport until the Sydney Olympics this year. I figured by the time 2000 comes along I was going to be too old to be competing against the teenagers. So I decided to go pro and give up the hope of any Olympics.

OPM: What are you great at besides fighting?
MIA: I hate that question. Everything I'm good at is athletic-based. It's so sad. I'm great at running, lifting weights, karate, anything that has anything to do with sports.

OPM: What does it feel like to really unload on someone?
MIA: There no feeling like it. There's no greater rush than knocking someone out. Before the match I'm very friendly with my opponents and I can talk to them, and after the fight I'm concerned that we all go home to our families safe and sound. But during the fight something takes me over and I become a very different person. I'm going to win no matter what. I'm like Mike Tyson, I'll do whatever—bite your ears off if I have to.

OPM: What's it feel like to really get popped?
MIA: Well, my adrenaline is going so fast that I can't feel everything. But when you start to get dizzy and see stars you know you've taken a hard shot. It makes me come back twice as hard. If you hit me, you better watch out because now I'm going to kill you. So don't even try it.

OPM: How did skin color play a part for you?
MIA: The fact that I'm Mexican was definitely a factor. Mexicans and boxing go hand in

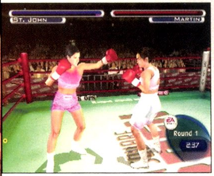
photograph by Fernando
Escovar Corbis/Outline

A Perfect Record

19–0

10 Knockouts

photograph by Al Bello/Allsport



Cyber Mia sports her traditional hot pink garb at New York's Madison Square Garden in her fight against Christy Martin.

hand. My mother was raised on boxing and she's in my corner for every fight. She loves it. She doesn't like seeing me get hit. But she's not the typical mother who says, "Oh, my poor baby!" She's in my corner screaming "*Matale! Matale!*" Kill her. Kill her. That's my mother! My mother always told me I was born a fighter because I wanted to be a fighter from day one, since I was a little kid. She said, "Mia you were born a fighter. You are a Mexican warrior, and there is no *gringa* that will ever take you down." I keep that in mind. I know I have the advantage because I'm the Latina. I command the ring when I go in.

> "If you *hit me*, you better **watch out** because now **I'm going to** *kill you*."

OPM: **How do you view yourself?**
MIA: Outside the ring I'm a passionate, sweet, loving person. But when I get in the ring I'm all business. I'm there to kick your ass. And I'm going to, no matter what.

OPM: **When you posed for *Playboy* did that soften your tough-girl image?**
MIA: It's two separate things. A lot of the female fighters were upset by it. They felt I gave women's boxing a bad name. But people have given me sh–t my whole life for being pretty and being a fighter. I never knew what it was to be pretty because my parents never once said that I was. They didn't think in those terms. They told me I was smart, strong, brave, courageous. They never commented on looks. And I get crap for my looks while in boxing. All the women say things, they knock me down because of my looks. Just because you might think I'm pretty doesn't mean I can't be a fighter, that I can't do things men do. That's what I wanted to show: Besides the fact that I'm a fighter, I'm a woman. A feminine woman. And don't knock me for it.

OPM: **Even though you've won all of your matches, have you ever gotten beat up?**
MIA: Yeah. I've had some tough fights where I've come out looking not so pretty. Injuries that have lasted a couple of years—with my nose, with my eyes—that haven't gone away. Who knows what I'll feel like 10 years from now, but that's the chance I took when I entered the sport. I've taken some hard punches in the ring, and when I was taking punches and knew damage was being done I thought to myself mid-fight, "What am I doing? Do I want to continue? What am I doing here?"

OPM: **Of all the women in boxing, are you the best one?**
MIA: No. By far no. No, no, no.

OPM: **So how good are you? Would you rate yourself in the top 5? Top 10?**
MIA: I think I'm the best when it comes to a fighter's mentality, having heart. I don't think there's another woman out there who has as much heart as I do. I'd have to say Lucia Rijker is the best female fighter out there. Christy Martin and Chevelle Hallback are great, too.

OPM: **Is there a difference between how men and women box?**
MIA: Definitely. Women tend to fight with a lot of offense because we all just started in this sport. My last fight, on Dec. 3 [2000], was a very, very bloody fight. It's because our defense isn't as evolved as the men's. So you'll see a lot of offense, a lot of blood. We're working on that. With every fight we get better and better. But you can't compare us to the men. Unless you're Lucia Rijker.

OPM: **Is setting up matches difficult for women?**
MIA: For other women, yes. For me, no. I'm under contract, so I fight regularly. But I have women friends who are pro boxers and it's difficult for them to land on a card, especially a big boxing card. Really the three famous women you know are me, Christy Martin and Laila Ali, and that's it. Compared to thousands and *thousands* of other female boxers.

OPM: **What's being done to popularize that?**
MIA: Well, people say it's up to the promoters. But my belief is that it's really not. It's up to the people. The promoter only gives the public what the public wants. If the public isn't paying to see these women fight, the promoter certainly isn't going to do it out of the kindness of his heart. I'm put on the undercard of fights because my promoter knows I can sell a ticket, he knows I can get the media to come publicize it because I'm there. And he knows he can make money. He's not going to put a girl on there just for the sake of women's boxing. He's a businessman. So it's going to take the public to show an interest in seeing other women fight. And not take an interest only, but to fork out money and pay for the tickets.

OPM: **What do you look for in a guy?**
MIA: Not much. He has to be seven feet tall, the darker the better. I like large, dark men.

OPM: **How much longer do you think you'll be fighting?**
MIA: I'm going to finish out my contract at the end of September 2001. Then I'll retire. And just last week I signed with a wrestling company. Along with Tonya Harding and Dennis Rodman. I signed with iGeneration.

OPM: **Do idiot men ask you why you fight since you're attractive?**
MIA: Every day.

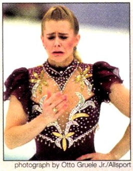
OPM: **Do you just want to slug them?**
MIA: Yeah. I mean if I was ugly and 200 lbs, would they be more accepting of that? Why is it that because I'm good-looking that I shouldn't fight?

NEW GENERATION

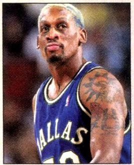
When September 2001 rolls around Ms. Mia won't be standing about, waiting to get her face messed up by some boxing sister. The toughest gorgeous gal *OPM*'s ever chatted with is headed straight to iGeneration Wrestling. Strange (to us), but true.

In a new, different style of the squared circle, she'll be in cahoots with basketball's rebounding castoff Dennis Rodman and ex-knee-clubbing figure-skating bad-girl Tonya Harding. Only time will tell if she'll exit with a perfect record.

Keep up with iGeneration brawling at: **igenerationwrestling.com.**



photograph by Otto Gruele Jr./Allsport



photograph by Chris Cole/Allsport

ZOE FLOWER

ARCADE ADOLESCENCE TO ADULTHOOD

Ever noticed how some girls refuse to see any redeeming value in video games? While we've established that some girls do game, there's still a contingent clinging to their disdain of the digital, claiming it to be "an adolescent waste of time." Ever wondered why this is? Here's my three-phase theory:

1) The Formative Years: Girls compete with machines for attention.

When I was 10, my older brother and I received an Atari 2600 for Christmas, just like almost every other kid. Ask a 20-something of either sex if they played Joust, Defender or Ms. Pac-Man, and you'll see a glint of reminiscent glee flicker and fade. By the time I was 14, I was an arcade veteran. My girlfriends experimented with makeup, sex and their blossoming feminine charms while I fought for my life in Wonderboy and Gauntlet.

During a break in the R-Type marathon at the local arcade, I suddenly noticed a group of girls, all dolled up and draped mindlessly over the jukebox, looking pitifully bored as they prayed for a glimpse from the cute boy writhing all over the Super Punch Out stand-up. Naturally, the boys were oblivious to anything other than the gyrating pixels in front of their pimply faces. Most girls learn early on how video games can steal the focus of those they desire attention from. At the same time, I was learning just how different I was.

2) Adolescence: Girls react to social and cultural pressures.

To my female peers, video games represented a form of leprosy. It didn't make you prettier or more sexually experienced, and definitely didn't improve your social skills. At the age of 16, even I couldn't withstand peer pressure and was almost lost to the dark side of *Teen* magazine. The years to follow were filled with bright-blue mascara mishaps, botched hand-kissing techniques and prom-dress shopping.

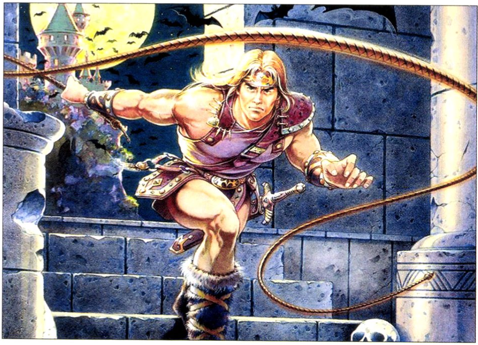
By the time most women graduate from high school, their interest in video games is so buried by contempt that there's little hope for rehabilitation as an adult.

3) Adulthood: Girls would rather feign ignorance than look dumb.

Video games include a huge intimidation factor, particularly for girls who haven't held a controller since their formative years. No matter how interesting the game, she will ignore and usually belittle the activity in order to remind you of her feelings or to avoid displaying an embarrassing lack of skill or knowledge. But it's not impossible to get a non-believer switched on to games. Just make sure you provide a casual and positive environment to start with. Failing that, threaten to kick her ass in Tekken. I've won many a friend over that way. Did I mention that girls are extremely competitive? I think that may be Phase 4.

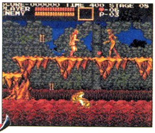
Today, geek is chic. With so many choices for home gaming (from consoles to PCs), and a new set of societal values that embrace technology, perhaps the video game industry is finally approaching adulthood, and what was regarded as an "adolescent waste of time" will finally be accepted as grown-up fun.

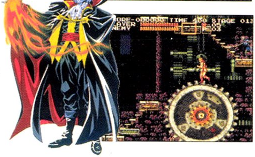
Zoe Flower is a presenter and producer for the Canadian TV show *Electric Playground*. She also is a designer for the show's Web site **www.elecplay.com**. She grew up in arcades and will kick your ass at Joust.



DRACULA IS BACK

Konami's haunting Castlevania series returns to the PlayStation

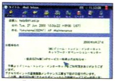




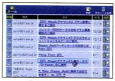
Castlevania fans rejoice! Konami is currently working on a new Castlevania game for the PS one, due out sometime later this year. Titled Akumajou Dracula, the game is a port of the X68000 (a Japanese computer platform) version that was released in 1993. (Interestingly, the X68000 version of the game is actually a remake of the original Castlevania for the Nintendo Entertainment System). So essentially what we have to look forward to is a faithful port of one of the greatest Castlevania games of all time. Konami has stated that they'll do one better, though, and release new CG movies in the PS one remake.

Akumajou Dracula is being produced by Konami's Mr. IGA, who also stood as producer on the phenomenal PS one game Castlevania: Symphony of the Night (rated five discs by *OPM*). Additionally, Symphony of the Night illustrator Ayami Kojima is on board to create new art for the game. Akumajou Dracula is slated for a spring release in Japan. As of this writing, Konami didn't have a release date set for the U.S. version, but hopefully it will fall soon after Japan's release. Look for the name to change for the U.S., though.

Japanese PS2 Browser Shown



E-Mail Document



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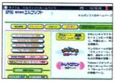
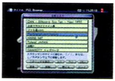


Web Browser



Favorites List

Japanese company Ergo Soft (a subsidiary of Koei) has teamed with the U.S.-based Planetweb to create Browser and MP3 software for the PS2. Planetweb, known for creating the browser for Sega's Dreamcast platform, has devised a browser for the PS2 that's said to operate more efficiently than most Web-TV browsers. The browser will allow data to be stored on PS2 memory cards and on the PS2 hard drive when it becomes available. The PS2 browser, which will include e-mail functions, is slated to be available in Japan this spring. Ergo Soft plans to make it fully compatible with all USB modems. No word yet on whether a U.S. version will be available.

FINAL FANTASY MAESTRO

Delve into the mind of Square's master composer Nobuo Uematsu

Having composed hundreds of songs for the Final Fantasy series, ranging from powerful boss melodies to more subdued emotional arias, Nobuo Uematsu is widely regarded as the game industry's finest musical talent. We take a moment to probe into the thought process of this well-respected musician, now hard at work on FFX.

Many a stirring moment was punctuated by a sweeping orchestral stab brewed up by the mind of this versatile composer. Pictured here, Nobuo takes a breather.

OPM: How'd you first get involved with Square?
Uematsu: Sixteen years ago, a friend of mine who worked at Square talked about work involving music. Since then, I found myself in and out of Square, but one day I happened to meet Sakaguchi-san [creator of Final Fantasy] on the street by coincidence. He asked me if I wanted to become a full-time employee at Square, so this is where I am today.

OPM: How many games have you worked on?
Uematsu: I cannot remember the exact number. Is there someone who would know? If you ask Square, they may be able to tell you. I do believe I've worked on more than 30 titles, though.

OPM: In the past, your scores have often come out on orchestral CD versions. Do you like to hear your music performed by an orchestra?
Uematsu: Orchestral versions are only one of many ways to interpret music. But because I have released many orchestral versions, people tend to mistake me for a classical composer. Truthfully speaking, I have never had proper education in music, can't play instruments well, and take a long time to read music.

OPM: Many people regard the music from FFVI as perhaps the finest you've yet composed. How do you feel about your past work? Did the limitations of the hardware at the time limit the scope of your compositions?
Uematsu: I also like FFVI. Limitations of the hardware do not have any effect on my creativity. The more limitations there are, the more enjoyable the task of accomplishing the goal becomes.

OPM: What is the process you follow when beginning the musical score for a video game?

> **"All the themes I've created are like my children, so each of them is my favorite."**

Uematsu: After reading the script and looking at the graphics, I just go face-to-face with the instrument until the deadline. That's it.

OPM: What are some of your favorite themes that you have created for video games?
Uematsu: All the themes I've created are like my children, so each of them is my favorite. But at the same time, since I consider them unfinished in a way, it can also be said I'm having a difficult time selecting a favorite.

OPM: What do you usually compose on? A simple piano or a much more elaborate MIDI setup? What is your working environment like?
Uematsu: For the past several years, I've only been using a Mac, an 88-key keyboard, and one synthesizer sound source. I am perhaps the world's cheapest composer.

OPM: Final Fantasy IX has small musical references to past FF soundtracks, most notably FFVI. Is this deliberate, and was it to recapture the "fantasy" feel of older games, as the graphics have done?
Uematsu: It is deliberate. But I personally think that this type of music suits me best.

OPM: Are there any plans to utilize full orchestral music in upcoming Final Fantasy games, like FFX? Or does Pulse Code Modulation [PCM] music allow greater flexibility according to the game dynamics?
Uematsu: I would like to have both of them coexist and use them separately, according to the scenes.

OPM: Are there any compositions you did for FFIX that you are particularly proud of?
Uematsu: I am proud of the piece called Final Fantasy, which plays throughout the whole series (with the exception of FFII). It's not that I am confident of the piece. But I believe it is a powerful piece that is still loved by many while having undergone many arrangements.

OPM: When you're not composing music for games, what kind of music are you listening to? Who are some of your favorite artists?
Uematsu: This is a very difficult question to answer, because I really listen to all types of music. Jazz, rock, classical, folk, film soundtracks/scores, new age, etc. So if I begin talking about favorite artists, I could end up writing a book. If you were to ask me, what music did you listen to in your car this morning? I would be able to answer: Lou Christie.

OPM: Finally, if you could be any musical instrument, which one would it be?
Uematsu: The piano (specializing in boogie-woogie).

UEMATSU'S DIARY

Think it's easy being one of gaming's top music makers? Take a gander at some of Uematsu's recent journal entries...

9/20 - Had to take care of press from all over the world for the whole day. I answered so many questions. Now I'm tired.

9/22 - Went to Square Sounds' Ping-Pong Club. I don't normally do the whole athletic thing, but I enjoyed it.

9/23 - Went to small club called Live House for a concert. The name of the musician I saw is a secret, though.

9/25 - Went to a Buddhist temple early to practice zazen [sitting in the lotus position]. It was my first time. It wasn't good at all and I won't be doing it again.

9/25 - I was surprised to hear a song on the radio today. It was the song from the *Oh, My Goddess* movie, which I composed. It was abrupt and somehow I felt embarrassed.

10/3 - Deadline is near. I just couldn't compose a good tune in a hurry, though. I really need to get down in order to compose good music. This is just painful for me.

10/4 - Decided to bring my synthesizer to Square Sounds' reception room. Did some composing in there and it worked. I finished the theme song for FFX. Now the song just needs some lyrics.

10/6 - Went to the Ping-Pong Club in Square Sounds again. Spent most of the time just watching everybody playing.

10/7 - Bought a dog. He's named Pao.

10/12 - Decided to attend a fiddle-teaching class. I'm not any good at playing the fiddle, but I had a lot of fun trying to with a bunch of other people.

10/13 - Had two meetings in one day. Days like this, I just can't concentrate on composing.

10/14 - Pao is a beagle.

10/15 - Bought an old wooden desk and table. I want to decorate one of the rooms in my house all in '50s style. Now I'm just looking for a TV set with a dial-style channel switcher.

10/18 - Had a photo session for a new CD at 8 a.m. Went to the office and had tons to do. Couldn't start composing until 8 p.m.

10/22 - Having trouble with Pao in the house.

10/23 - There's just no time to compose music.

10/25 - Finally I finished one song for the battle scene. Still a long way to go though.

10/26 - Got an e-mail from somebody. He loved the track I finished yesterday.

10/27 - Went to a concert. It was the Irish fiddle player Martin Hays. I can't really describe how, but the music was great.

10/30 - So, so busy. I won't have a day off for a while.

11/2 - Feeling mentally unstable these days.

11/3 - The lyrics for the FFX theme song is finished. It was done by Nojima Kazunari.

11/5 - Installed an AV home theater system in my house. But I have no time to watch movies.

11/6 - Got so drunk today. Woke up in my driver's seat. No idea how I got there. I've been way too wired lately.

Paraphrased excerpts from Eumatsu's diary on PlayOnline.com

PS2 Incompatibility

Sony has released a list of PS one games that don't work correctly on the PS2. Some have issues as you play through them, but others won't even boot up. Thankfully, it's only a small-scale problem. Still, more could be discovered down the road.

Arcade Party Pak - *Midway*
Arcade Greatest Hits/Atari 2 - *Midway*
Fighter Maker - *Agetec*
Final Fantasy Anthology - *Square EA*
Judge Dredd - *Activision*
International Track & Field - *Konami*
Monkey Hero - *Take 2*
Mortal Kombat Trilogy - *Midway*
Tomba! - *SCEA*

JOHN SCALZI

ENTER GAME DAD

So, here's what I do for a living: I go out and buy a whole bunch of cool new video games, play them, and then on my GameDad Web site, I tell parents everything that's in them, so they can decide whether they ought to buy them for their kids. That's right, I'm a professional stool pigeon. I'm ratting out the video games to the folks. And frankly, you ought to be glad I'm doing it.

Here's why: I'm a gamer. Been one for years. And if you don't believe me, let's you and me meet in a nice dark corner of Unreal Tournament and find out who's got the faster rocket launcher. I love video games: love playing them, love the imagination that goes into making them, love the thrill of walking into the new worlds created there. I've been a professional film, music and book reviewer as well a game reviewer, so you can trust me when I tell you that some of the best works of imagination being created today are meant to be stuffed into a console or a computer. Censor this medium? As if. I say, bring it on. Let's see what we can do.

I'm also a parent. My kid, not yet two as I write this, already knows how to turn on the computer, grab her favorite game CDs, stuff them into the CD player and start playing. Scary. She's growing up computer and console literate from the start, and I couldn't be prouder. And I also know there's a lot of games and other content out there I'm not going to let her touch with a 10-foot pole, certainly not now and indeed not for a long time to come. Why not? Because she's my kid, of course. It's my job to make sure she's ready for what the world—including the gaming part—has to show her. I'm the gatekeeper, and I take the responsibility seriously. So do most parents, which is why they need to know what goes on in the games their kids want to play.

So I straddle both worlds: The gamer who digs the latest and greatest, and the parents who ask, "Do I really want my kid to see that?" When I write my GameDad reviews, both play their roles—and what comes out is a resource that tells parents the dirt while respecting the creativity of the game industry. Give parents the knowledge they need, and you'll keep the freedom to push the boundaries. It's that simple.

Periodically in this column space, I'll be writing on matters of gaming, censorship, parental responsibilities and more, and I want you to take part. Send your questions, comments, rants and raves to "gamedad@gamedad.com". Let's start talking.

You can visit Game Dad at www.gamedad.com

CONSPIRACY THEORY

Publisher gets lucky and finds Treasure

Newly established publisher Conspiracy Entertainment intends to make a big splash in the gaming market in 2001 (the company has over 25 scheduled releases for the year), and with some recent acquisitions, it's clear they mean business. Conspiracy has teamed with highly sought-after Japanese developer Treasure (Radiant Silvergun, Silhouette Mirage, Silpheed) to develop several titles for the PS2 platform. We recently had a chance to view two of Treasure's upcoming Conspiracy titles, and although they're both too early to show you yet, what we've seen has more than impressed us.

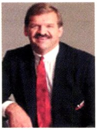
The first is a game currently codenamed Hippo-Linda (that'll definitely change). It's actually not so much a game, but rather a tech demo at the moment. But nonetheless, when it turns into a game, it will likely impress. The best way to describe it is Silhouette Mirage in 3D (in fact, the game is being developed by the SM team). It's very cartoony, very wacky, and even a tad disturbing. Treasure used the PS2 in a strange way. Almost everything has a gourad-shaded look—very smooth. You control this little girl and her demon-possessed scarf, and you have to save her 12 possessed sisters. The keen thing about the game is your scarf (which, of course, has a hand growing out the end of it) can grab and manipulate any surface in the game. That includes everything from enemies to the very levels themselves. Intrigued yet?

The other game we saw from Treasure was Tiny Toons. Yes, that Tiny Toons. But, it was beautiful. And, of course, wacky. The game will be a four-player 3D action-adventure. You and three buds can explore toony locations and fight creatures with all the standard ACME equipment. Treasure seems to be huge fans of the cartoon, and are pulling out all the stops.

Both Treasure games will surely be ones to look forward to later this year. Rest assured that we'll bring you more on both, and other Conspiracy titles, very soon.

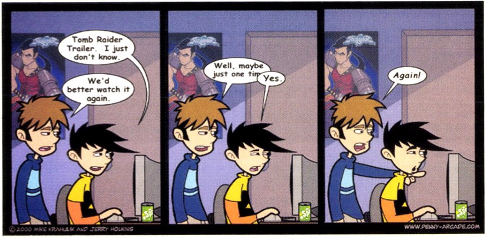
Super Bowl Tie-in

In a new attempt to broaden its Super Bowl viewing audience, CBS will turn the event into a day of corporate synergy. In addition to staging events such as MTV's TRL The Super Bowl hosted by Carson Daly, the network will feature a program called Extreme Super Bowl, which will make use of the PlayStation 2 technology. The PS2 will allow for host Dan Dierdorf and fellow analysts to step onto the X's and O's of a virtual field.



Dan Dierdorf

WWW.PENNY-ARCADE.COM



Tomb Raider Trailer. I just don't know.
We'd better watch it again.
Well, maybe just one tim
Yes.
Again!
©2000 MIKE KRAHULIK AND JERRY HOLKINS
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DATA STREAM

Cracked Code

As was revealed in *OPM's* October issue, Resident Evil: Code Veronica is PS2-bound. Capcom recently announced that the game should be released next spring. Interestingly, Code Veronica was developed in large part by Sega of Japan. Sega games on PS2? There you go.

Ape Over PS2

Damn, dirty apes! Another game we first spoke of in our October issue has finally been shown in Japan. Ape Escape 2 is being prepared for a release there next spring. With luck, the game will hit U.S. shores shortly after.

Quests Ahead

Even though Dragon Quest VII hasn't hit U.S. stores, Enix is already planning part VIII in Japan. The game is slated for release on the PS2 in 2002. Not surprising, as part VII recently became the best-selling PS game ever in Japan.

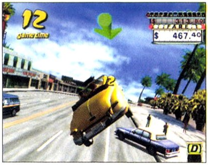
55
game time
$ 948.79
FARE
$ 384.07
37

TV GUIDE
WE'VE GOT GAME!
TV GUIDE
WE'VE GOT GAME!

TV Guide recently ran a series of six different covers featuring popular gaming characters. Lara and Tony Hawk are pictured above.

Crazy Rumors Die Hard

By now you've certainly heard about the rumor regarding one of Sega's flagship Dreamcast titles, Crazy Taxi, coming to the PS2 courtesy of Acclaim. It's been floating around for nearly a year now. And even though Sega of America has done everything in its power to put a tight lid on the rumor, it has popped up again and again. And with good reason: It's true. Or at least it was at one time. Early last year, one Acclaim insider under strict anonymity informed us about the deal: "Yes, I can tell you, we have the rights to Crazy Taxi for the PS2," our source said. But it was more than just Crazy Taxi. It was an expansive deal that Acclaim had entered into with Sega of Japan, giving Acclaim the rights to publish five Sega properties on the PS2 platform. At least according to Acclaim insiders, who pointed out three titles that had been decided on: Crazy Taxi, 18 Wheeler: American Pro Trucker and Zombie Revenge. And although details remain scant about the background of the deal, we were told on good authority that it was set up in part by former Sega of Japan president Shoichiro Irimajiri and former Sega of America president Bernie Stolar, before the two left their positions. And it was related to negotiations between Sega and Acclaim for Acclaim to publish F355 Challenge in the U.S., which Acclaim went on to do.



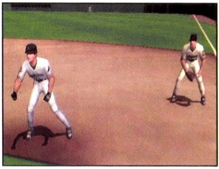
However, early last year, problems arose. Word leaked out regarding the Sega/Acclaim deal, and stories spread like wildfire on the Internet. This is where things got tricky for Acclaim, which had negotiated the deal without the knowledge of Sega of America. "Sega of America is freaking out and has been calling us trying to find out what the extent is of our deal with Japan," one Acclaim insider told us. "We aren't talking." Due to poor hardware sales in Japan, Sega of Japan was looking for alternative forms of profit, whereas Sega of America realized that word of one of its flagship titles heading to the PS2 would be a harsh blow to its efforts to make the Dreamcast a success in the States. So Sega of America looked for an out. "They may think they have the rights, but they'll never be able to release those games," one Sega insider stated, albeit off the record. According to one of the Acclaim sources, Sega of America came back to Acclaim with threats of breach of contract, due to the fact that word had slipped out regarding the agreement early. Which was true—Acclaim was not supposed to announce the deal until a much later point. The deal was on shaky ground, and it looked like it really might end up being cancelled. "Acclaim is in such bad financial state at the moment, and we were really banking on this deal," said one insider. "Now I just don't know what is going to happen." And it was left with that.

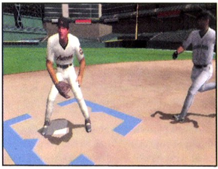
But recently, word has come about once again that the deal might still be on. While inquiring about Crazy Taxi for the PS2 to a distributor of Acclaim products in Europe, the contact person said to us: "How the hell do you know about Crazy Taxi on PS2? The press release hasn't even been greenlighted yet."

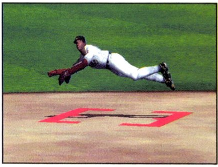
Interesting. But even more interesting is what European game Web site C&VG recently found out. According to the site, Crazy Taxi, 18 Wheeler: American Pro Trucker and Zombie Revenge all currently reside on Sony's internal release schedule. Add to that the comments from the site claiming that Acclaim's Cheltenham studio is currently working on the port of Crazy Taxi. Another clue is that Acclaim recently informed investors that it would be announcing "three arcade titles" in the near future. Could this be the three Sega games? Who knows, but all this was certainly enticing enough for us to want to give one of our Acclaim contacts a call. Said the Acclaim insider, "I can't tell you anything...YET." The "yet" being the interesting part.

But that brings us back to square one. Right now there's no official word about whether or not Crazy Taxi, or any of Sega's other games, is still headed for the PS2. But with Sega of Japan making more and more remarks about wanting to become more of a software publisher than a hardware publisher, the idea becomes less and less foreign. A deal such as Crazy Taxi for the PS2 would certainly help Sega's financial state (the company has been unprofitable for years).

But does the publishing partnership between Sega and Acclaim still exist, and moreover, will Sega still allow Acclaim to publish its titles on the PS2? Perhaps. If not, though, it could end up being one of the greatest deals that never happened. We'll surely have more on this story in the near future. On a side note, *OPM's* sister publication *EGM* has run an in-depth feature on the subject of Sega publishing games on other platforms in its February issue. It's worth checking out for those interested in Sega's plans to go software-only.

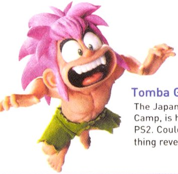






PS2 Dynasty?

OK, here's the back story: Last year 3DO's Sammy Sosa High Heat for PlayStation got hammered by the gaming press. We tore it to shreds, citing graphical inadequacy and shoddy gameplay. While the gameplay gripes may have been a little harsh, the graphics left mounds to be desired. Also note that the same game for PC won enough awards to fill Wrigley Field. Fast forward eight months, connect a few dots, and you might be thinking what we're thinking: With the monster capabilities of the PS2, we might be looking at a Yankees type of dynasty with High Heat 2002. For console baseball gamers who have suffered through endless subpar attempts, nothing—save for the crack of the bat—could be sweeter.



Tomba Gets a PS2 Sequel?

The Japanese developer of Tomba, Whoopee Camp, is hard at work on a new game for the PS2. Could it be the next Tomba title? The only thing revealed so far is that it will be in 3D.

CHRIS GORE

LARA CROFT LIVES! SHE'S ALIVE!

I've just seen the trailer for *Tomb Raider*. Wow!

We already knew going in that Angelina Jolie had the two most important things necessary to bring Lara Croft to life. I'm talking, of course, about her attitude and acting ability. Based on seeing the trailer, I'm sure many of you will agree with me that Angelina Jolie more than fills the role of Ms. Croft.

I really knew I was in for something special when the trailer opened with two mountainous peaks—and I'm talking about actual mountains here—then cuts immediately to a load of action. But that trailer goes by way too quickly with lots of fast cuts. Just to be sure, I watched the trailer again. Not only do her ample talents more than fill out the part, she's even got that sexy British accent down to a tee. What do you expect from a 25-year-old Oscar winner? But equally important, how's Jolie with a gun? Can she handle a piece, much less two pieces of hardware at once, like Lara does in the Tomb Raider games?

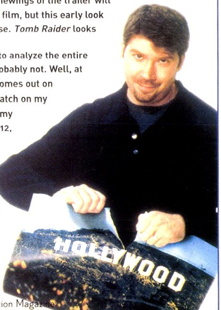
After a third viewing of the trailer, Jolie does indeed wield two pistols at once as she takes on a menacing machine monster. The shots go by so fast, I had to run it frame by frame (thanks Quicktime!) in order to really satisfy my curiosity.

So many actors are unconvincing when they use high-tech weaponry. Anyone who has seen Ben Affleck's attempt to be an action star in that piece of crap *Reindeer Games* can testify to that fact. Jolie delivers not only a great affinity for working with the tools of the trade, but she had to learn boxing, kickboxing, yoga, bungee ballet, dogsledding and gymnastics. (Apparently, she even collects exotic knives in her spare time.) This training sure pays off, as Lara fights off armed invaders in her home wearing only white silk pajamas.

I'm sure repeated viewings of the trailer will reveal more about the film, but this early look has set my mind at ease. *Tomb Raider* looks like a blockbuster.

Now, will I be able to analyze the entire movie this closely? Probably not. Well, at least until the movie comes out on DVD, which I plan to watch on my PlayStation 2. (If I get my hands on one by June 12, when *Tomb Raider* hits theaters.)

Chris Gore is the editor of Film Threat (www.filmthreat.com) and can be seen on *The X Show* on the FX Network.



PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Which of the following is not a Hideo Kojima game?
   a. Metal Gear
   b. Snatcher
   c. Policenauts
   d. Silent Hill

2. What was the first third-party game to become a Greatest Hit?
   a. Rayman
   b. Ace Combat 2
   c. Croc
   d. Frogger

3. Luxoflux, the team behind Star Wars Demolition, also worked on which project?
   a. Twisted Metal
   b. Vigilante 8
   c. Syphon Filter
   d. Driver

4. The final boss in Ready 2 Rumble Round 2 is...
   a. Michael Jackson
   b. Shaq
   c. Rumbleman
   d. Afro Thunder

5. The final screen at the end of Driver 2 tells you that Tanner and Jones will be back in...
   a. 2001
   b. 2002
   c. 2003
   d. 2004

6. How many animals (not counting humans or monsters) enjoy title roles in games reviewed this month?
   a. 5
   b. 7
   c. 9
   d. 111

7. Match the SSX boarders with their country of origin.

a. Moby	USA
b. Jurgen	England
c. Zoe	France
d. JP	Germany

8. In Zone of the Enders, who are the Enders?
   a. Aliens
   b. Colonists
   c. Space Rangers
   d. Priests

9. Which of the following is not cited by Rockstar as an inspiration for Oni?
   a. Akira
   b. Vampire Hunter D
   c. Ghost in the Shell
   d. The Matrix

10. Who originally released Soldier of Fortune, the future PS2 title from Majesco?
    a. Activision
    b. THQ
    c. Infogrames
    d. Hot-B

Answers

1. d **2.** a **3.** b **4.** c **5.** b **6.** d
7. a-E. ,b- G. ,c-U., d- F. **8.** b **9.** b **10.** a

DATA STREAM

You've Got Mail!

According to the *Asian Wall Street Journal*, AOL is seeking to transcend its role as an Internet service provider and move into new technology areas in Japan. The paper mentions that AOL has been in negotiations with Sony on ways to incorporate its service onto the PS2 platform. There's been no indication yet as to whether or not the talks will actually lead to some sort of partnership.

Ready to Frag?

Details have been leaked saying that when Quake III hits the PlayStation 2 later this spring it will go under the name Quake III Revolution. The PS2 version is also said to feature new levels, new boss areas, new weapons, new power-ups, and a four-player split-screen multiplayer mode. Whew. Look for more on the PS2 port soon!

Blame Canada

The Canadian-produced video game TV show *Electric Playground* will soon be airing in the U.S. thanks to the Discovery Channel. The cable network has agreed to air 13 episodes starting this spring. Look for *OPM* columnists Tommy Tallarico and Zoe Flower, who are show hosts.

OVERHEARD: HIDEO KOJIMA

> **"I have a problem with motion sickness, so I asked them to tone it down so people wouldn't get sick. In Z.O.E., even if you have motion sickness, you should be OK. That is, if you play normally."**

—Konami's Hideo Kojima tells Japanese magazine *Dengeki PlayStation* about his request for the Z.O.E. team.

New PS2 Model

Sony releases new DVD model in Japan

Sony has launched a new model (SCPH-18000) of the PS2 in Japan that features new DVD drivers and comes with a remote packed in. Unlike the U.S. version of the PS2, the original Japanese PS2 was only able to play DVD movies via a DVD driver on a memory card. With this new release, the driver (version 2.01) is now stored internally. (This driver can also be downloaded onto memory cards for those who still have the original unit). The 2.01 driver offers enhanced DVD functions and capabilities (such as better playback, scanning and slow-motion features). The entire package retails for 39800 yen (approximately $350).

U.S. releases for the PS2 DVD remote package or the DVD remote itself have not yet been announced, but should come down the road. "A betting man might state that there is a possibility for these products in the North American market," hinted Sony director of public relations Molly Smith, "but right now, we cannot confirm that this is the case."

Couples Who Play Together, Stay Together

Another month, another game-tastic couple! This month we bring you New York's Jose, 21, and his sweetie Melinda, 18. This duo is as games savvy as anyone we've come across. Here's what they had to say:

Who's more into games between the two of you?
Melinda: I've been doing it since I could hold the controller.
Jose: I'm an addict myself. I classify myself as a hardcore game addict.
Melinda: We usually play about two hours a day. But we play together a lot, so we're both really into it.

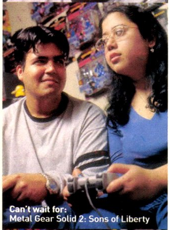
What do you think about celebrities in games nowadays?
Melinda: It depends on who the celebrity is.
Jose: I'd like to see Eminem in a game, PaRappa-style.
Melinda: I love John Leguizamo, so it'd be awesome to see him in a game. And Adam Sandler would be hilarious in a game, too.

What do you hate about games?
Jose: I hate the delays. I want games to come out when promised.
Melinda: I'm a semi-feminist, so I have certain issues about the girls in games. I don't find it interesting playing as a half-naked chick. I want characters I can relate to.

If you were hired to make a game what kind would it be?
Melinda: I'd like a Resident Evil, Silent Hill-type of game, but with more than two players. I'd also like a fighting game based on the battle of the sexes. Amazon women vs. sexist men, stuff like that.
Jose: I'd make the ultimate fighter.

What would you change in the video game industry?
Jose: At expos like E3, don't just show demos, let us play the games!
Melinda: I'd like more serious two-player action games. And I hate when they tone games down when they translate them. That's stupid.

Jose's faves:
Street Fighter Alpha 3, Metal Gear Solid, Final Fantasy IX



Can't wait for:
Metal Gear Solid 2: Sons of Liberty

Melinda's faves:
Resident Evil, Lunar

photography by John Bleecker

WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mugs and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff-Davis Media Inc., PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail us:OPM@ziffdavis.com. If you're selected as the Couple of the Month you'll win a free game along with notoriety!

"★★★★★"
- Gamers' Republic

"the best fighting game-goes-anime title ever released"
- Gamefan

STREET FIGHTER ALPHA
THE MOVIE

"explosive fight scenes, gorgeous character design..."
- Wizard

★★★★★
STREET FIGHTER ALPHA
THE MOVIE
DVD

Manga Video proudly presents the anime event of 2001 when Ken, Ryu and Chun Li return in an all new martial-arts action adventure.

Allies old and new join forces against a sinister new threat in this pulse-pounding sequel to the popular Street Fighter IIV series.

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Clish MacLaver Gossip Gossip

GOSSIP, RUMOR AND SCANDAL. GAMING'S BIGGEST SECRETS DUG UP AND SERVED WITH GRAVY

I've been balancing trips around the world with post-Christmas cheer this last month. On my journeys I've met some interesting people and have learned some cool info about projects on the way for both PS2 and PS one. It seems the older system is still far from being left behind.

TRIPLE-A PS ONE GAMES STILL ON THE WAY

Worried that there aren't going to be any top-quality PS one games anymore? Don't. After sniffing around some of my friends in development at Sony, I managed to come up with some news about a whole bunch of games that were thought to be PS2-only. Fancy playing Twisted Metal: Black on PS one? Well apparently there's a very good chance you'll be able to. Watch out for new 989 Sports games and possibly even Syphon Filter 3. If you aren't about to switch to PS2, don't worry—there are still a lot of cool games on the way.

CHRONO TRIGGER RELEASED AT LAST?

I was lucky enough to spend some time out in Tokyo recently and while there, got to some serious sake-drinking with a number industry execs in a seedy bar. After getting quite spectacularly drunk and informing one fellow that I wasn't going to sleep with him no matter how many times he put his hand on my leg, he then started to mumble about recent projects he'd been privy to. Most interesting were his claims that his "buddy at Square" told him about Chrono Trigger's imminent release in the U.S. He also whispered something in my ear about other previously unreleased Square games that could well follow. The reason for this? Apparently it's all down to consumer demand. You guys voting in our online polls and demanding Japanese classics have had a serious effect on the bigwigs at Square central. What else can we expect to see? Watch for possible announcements about the awesome and criminally underappreciated Tobal 2, the magnificent Final Fantasy IV and maybe even rereleases of overlooked and hard-to-find beauties like Xenogears and Final Fantasy Tactics. We might even see some of these games packaged together as low-price double packs, or maybe as box sets complete with soundtracks and other fine fanboy goodness. Could Square be taking a leaf from Working Designs' book?

RAZIEL DESCENDS INTO PRODUCTION HELL

It's already late, and it looks like it's not about to see the light of day any time soon. In a story that sounds like a tale of a beleaguered movie production, there seems to be all kinds of trouble brewing at the Crystal Dynamics camp. If you round up all the rumors, you'll find that there are stories of the team battling with the bean counters, of creative differences between Eidos and Crystal, problems with the script, problems with the technology and of the budget spiralling out of control. There was word for a while that the game had become so expensive that the Dreamcast version may be cancelled altogether in an effort to cut production costs. After digging through the bull and trying to get to the bottom of things, all I could turn up was that there do indeed seem to be some problems. Sorry to be the bearer of bad news, but it's not looking good right now. Yes, the game is late...and it won't be out in time to help Eidos' flagging financial situation. Yes, there are creative differences, and I hear that the script is still undergoing constant revisions. And yes, it is turning out to be very expensive. I heard disparate numbers pegged to the project, but the one I'm inclined to believe has it coming in at over $6 million.

When will we see the game? Well, it seems certain that it won't be before March 2001, which was the original "final, absolute cutoff point." Now that it won't be out in time for the end of Eidos' fiscal year, who knows? I guess it'll be ready when it's ready. I'm sure it'll be worth the wait regardless of what happens. It looked amazing when we saw it here at *OPM* back in our September issue, so I'm sure it now looks better than ever.

DRIVER 3 IN 2002

Played all the way through to the end of Driver 2 yet? If you have the kind of infinite patience and unflappable temper to do so you'll have no doubt seen the "Tanner and Jones will be back in 2002" line on the final screen. It seems that the third game is cruising toward a Christmas release date in that year and will be considerably more ambitious than Driver 2 thanks to the limitations of the PS one technology being lifted. As a big-budget PS2 project, Infogrames sources have told me that we can expect to see even more impressively modeled cities and cars as well as a vastly overhauled "out of the car" experience.

READY 2 RUMBLE GOES FOR A THIRD ROUND

Not much info on Midway's third game in the series apart from rumors that I've picked up on from people close to the project. The celebrity thing is certainly going to play a more important role, with folks lining up to be a part of the game. In the spirit of the Bill and Hillary Clinton models, how about some political showdowns in the new game? Bush vs. Gore springs immediately to mind. We can also expect the third game to have a strong online element. My sources tell me that the designers are looking at ways to hold online championships *and* provide a more open-ended game. Could that mean downloadable boxers and maybe even a player editor? It seems very likely.

BROADBAND ADAPTER FOR FREE?

You may have read a number of reports in the press lately speculating on how Microsoft's decision to include a hard drive with the Xbox will damage the PS2's prominence when it comes to online gaming. Many of the reports have thrown figures around that suggest anything up to $300 for the unit and how this puts the total cost of the system up to nearly $700. Poppycock, say I. Although Sony is yet to make any announcements as to its strategy, consider the following: By following a pricing plan similar to mobile phones, or even to the Dreamcast with SegaNet, Sony could easily provide the broadband/hard drive module for free. How? Simply require a commitment to subscribe to the PS2 online gaming service and cover the cost of the unit as part of the monthly fee. It happens all the time with new PCs and phones...so why not with this?

TEKKEN 4 UPDATE

As I mentioned last month, the game is in development and looks likely to be PS2-bound this fall. Expect a formal announcement in April or May.

Rumor Mill

As I predicted awhile ago, the official Sony DVD remote is pretty special. I've heard that the U.S. version will ship with an enhanced version of the DVD drivers that will include a lot of extra features, bringing the unit more in line with a typical DVD player. • Despite the technology proving to be so popular in both Japan and Europe, it seems that SCEA's plans for PS one/cell phone connections are likely to go the way of the PocketStation. Right now, there isn't a wireless service in the U.S. that Sony feels it can partner with for taking the system online. • Speaking of PocketStation, there's rumors of a more powerful unit coming soon. • Following from last month's mention of Tony Hawk's Pro Skater 3, it seems that we may see the PS2 game arrive sooner than we thought, perhaps even by September. • Argonaut's Xbox launch game, the incredible looking Malice, may well also be developed for PS2.

PlayStation 2

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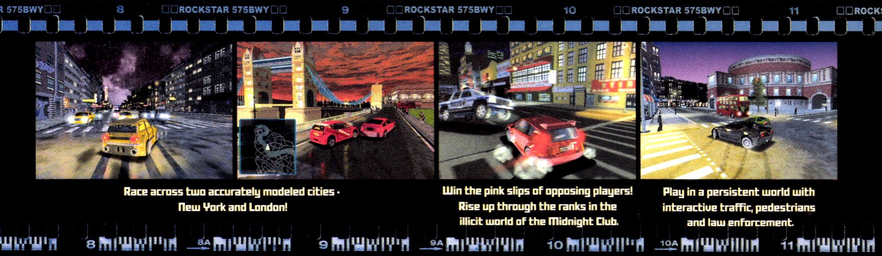
MIDNIGHT CLUB
STREET RACING
You know the rules, there are no rules.

"AN AMAZING SENSE OF REALITY....ONE OF SEVERAL MUST-HAVES FOR PS2 LAUNCH"
- GAMER'S REPUBLIC, SEPT 2000

"AN EXHILARATING EXPERIENCE, ONE THAT YOU'D EXPECT TO GET FROM THE LATEST HOLLYWOOD BIG BUDGET CHASE SCENE, RATHER THAN A CONSOLE RACING GAME"
- NEXT GENERATION, JUNE 2000

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON



Race across two accurately modeled cities - New York and London!

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.

Play in a persistent world with interactive traffic, pedestrians and law enforcement.

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB

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TEEN T CONTENT RATED BY ESRB

Animated Violence

counterbalance

Angel STUDIOS

HOLLYWOOD BANTER

Jovovich Resides in Evil

Milla Jovovich, best known for her role as Leeloo in *The Fifth Element*, has signed on to the developing Resident Evil movie, according to the *Hollywood Reporter*. Jovovich, whose name had been one of a number of actresses rumored to have been involved with the project for some time, will play Alice the Zombie Killer. Directed by Paul Anderson (*Event Horizon*) from his own script, the film will ramp up production in February, shooting on location in Berlin. The story will focus on a special military unit whose mission is the destruction of an out-of-control supercomputer. On the way, the unit must battle hundreds of scientists who have been mutated into flesh-eating zombies. Quite what that has to do with Resident Evil is anyone's guess. We realize there are zombies in it...but where's Umbrella?

www.hollywoodreporter.com

Ender's Game

OPM columnist Orson Scott Card is still pounding away at a script for the big-screen version of his award-winning novel. On a recent tour promoting his latest book, *Sarah: Women of Genesis*, he revealed that he's now in the third revision of his script. There's still no word on a director for the project, but ex-Jedi Jake Lloyd is hotly tipped to play child-prodigy Ender.

X-Men 2 Info

Those fans who bemoaned Gambit's absence in the X-Men movie have taken their plight to Ian McKellen. On his official site's X-Men E-Postings section, the actor is asked whether Gambit will make it into the next film. McKellen responds, "The sequel is currently under discussion and it's likely that the mutants will be augmented by characters from the comics who didn't make it into the first movie. It is still too early to know, and therefore to speculate on casting."

Patrick Stewart is also very aware of what's been going on with the X-Men sequel. While talking to E! Online (via scifi.com), the actor spoke of director Bryan Singer's negotiations, saying that the film's contractually attached cast is "keeping fingers crossed that Bryan Singer's going to direct the sequel."

Of course, talk of a sequel has been going on for quite some time. "We were talking about it the Monday morning after the first great weekend," says Stewart. "We were stunned and, of course, thrilled. We never allowed ourselves to dream of something so successful."

www.scifi.com
www.mckellen.com

Star Trek X Details

Rick Berman is finally starting to drop major hints about what we can expect to see in the 10th Star Trek feature film.

According to a tipster reporting to Dark Horizons, Berman appeared on the Los Angeles UPN affiliate talking about the coming film. The points Berman is said to have touched upon included interesting things that will be happening to Data—though he emphasized that death wasn't in the cards...at least as far as the film's writing meetings have been going so far.

Screenwriter John Logan is said to have created a baddie for the film that will be the greatest since Khan blew himself up, and it looks as if the Romulans will also take part in the film's story.

The film is being planned with an eye toward release in 2002. Meanwhile, rumors abound that there's a very high possibility the upcoming fifth Star Trek television series will occur in the time period before that of the original Trek series. Casting for the new series is said to have just begun.

www.darkhorizons.com

Who Will Be Female T3?

Rumors have been flying on Ain't It Cool News suggesting that WWF wrestler Chyna is a strong contender for the female Terminator in *T3*. According to *Variety* columnist Michael Fleming, though, Famke Janssen (Jean Grey of the X-Men movie) is also strongly tipped for the part.

www.aintitcool.com
www.variety.com

Dafoe Confirmed as Green Goblin

Columbia Pictures confirmed that Willem Dafoe will play Norman Osborn, a.k.a. the Green Goblin, opposite Tobey Maguire's Spider-Man. Columbia also announced details of the story, which will center on (surprise, surprise) Peter Parker's transformation into Spider-Man. Norman Osborn, Spider-Man's archenemy, assumes his ghoulish persona after an experimental formula blows up in his face. The formula increases his intelligence and strength, but also drives him insane. Despite reports that the script is undergoing revisions, Columbia continues to attribute the screenplay to David Koepp (*Jurassic Park*). The film is slated to begin shooting in Los Angeles in January, then will move to New York, with an anticipated May 3, 2002, release.

Gellar Wants Out of Scooby?

Dark Horizons reported a rumor that *Buffy The Vampire Slayer* star Sarah Michelle Gellar may be looking to withdraw from the live-action movie of Scooby-Doo. The reason? Dark Horizons says that Gellar split up with Scooby co-star and real-life boyfriend Freddie Prinze Jr. and doesn't want to be in close proximity to her ex. Prinze and Gellar had reportedly agreed to play Fred and Daphne, who as we all know, were an "item" even if the show didn't touch on it much. The site also reported that Gellar may not be able to get out of her contractual obligations for the film. The site says that neither actor has issued any official word on the rumors.

www.darkhorizons.com

photography by Kate Garner Corbis/Outline

Where Fingerprints would be if controller wasn't gripped so hard.

Friction burn got after getting in Hygog's Face.

9 stitches. Exactly 12 less than I gave Qubeley.

Minor blisters earned during 8-hour marathon.

Pepperoni pizza stain from all-night tournament vs. Hydra.

Gash got going toe-to-toe against Psycho.

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

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GUNDAM BATTLE ASSAULT™

PlayStation
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TEEN
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Animated Violence
CONTENT RATED BY ESRB

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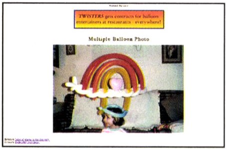


TWISTERS gets contracts for balloon entertainers at restaurants - everywhere!

Multiple Balloon Photo

Bookmarks

www.amihotornot.com
A site where you can slap your picture up to be rated by the cyber-world. Beware. You could lose a whole day to this nonsense.

www.playstation.com
We present to you the official PlayStation Web site and home of the PlayStation store.

www.adcritic.com
All ads, all the time. Check out the Sony Style ads to see a disturbingly funny campaign.

www.cafepress.com
Got a band, business or cause to advertise? Upload images to CafePress.com to open a store selling T-shirts, sweatshirts, mugs and mousepads with your design on them!

www.disturbingauctions.com
A site dedicated to finding the most bizarre items up for sale on Internet auction sites. A real hoot.

www.mp3.com/exnumberfive
www.mp3.com/sickshift
When Shaba Games was looking to put together a soundtrack for Razor Freestyle Scooter, they combed the charts of MP3.com for bands they liked. These two made the cut, and you'll find their albums reviewed at right.

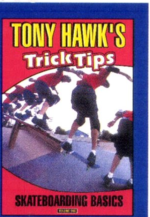
www.igenerationwrestling.com
If you read the Mia St. John interview, you know she's joining a crazy new wrestling league. Check this site for the latest info.

www.mcsweeneys.net
Fledgling staff funny-pup with the initials T.Z. makes his debut on McSweeney's this month, where irony, satire and laugh-out-loud humor are mushed together then drubbed by a rolling pin.

www.balloonhq.com
Forget balloon poodles—this sight has ways to twist balloons into everything you can think of.

Skate or Die

Tony Hawk's Trick Tips Skateboarding Basics



Tony Hawk is a household name among gamers nowadays, so it's no surprise that the mad master of skate is going DVD with his skills. This 53-minute video, produced by 900 Films (who else?), is perfect for those of you too embarrassed to ask your 8-year-old neighbor how to do an ollie.

Basically Tony and a couple of skate buds will take you through different aspects of skating, ranging from constructing your board and loading up on safety equipment to trying out the vaunting tail slide. The coolest part: They know how difficult skating can be, so even when they're teaching you how to ollie, they recognize that it's the toughest thing to learn.

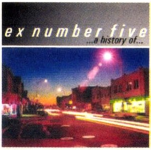
The DVD is also full of cool skate stuff that pops up VH1 Pop-Up Video style at the bottom of the screen. You'll learn the origin of different moves and that "goofy foot" isn't an insult.

If you want to learn how to skate, check this DVD out. It's entertaining and informative. And Tony Hawk is one good-looking man. *(Redline Entertainment, $19.95)*

Sound Station

By John Scalzi

The "Melodic Post-Punk" Issue! This month, we feature albums from bands who contributed to the Razor Freestyle Scooter and ESPN Winter X Games: Snowboarding soundtracks.



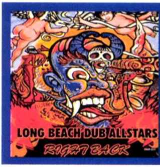
Ex Number Five: *...a history of...*

MP3.com Records

Featured In: Razor Freestyle Scooter

These guys describe themselves as "melodic post-hardcore," which I suppose is a nice, indie way of saying, "We're somewhere between Creed and Smashing Pumpkins, minus the expensive production." But I think it works: Propulsive meat-and-potatoes rock with just enough punk sensibility to make your teeth tingle. Opening track "(not) Go" sets the tone, and things tumble on from there. Get these guys some shiny production and they could be big. Big, I tells ya!

Final Score ●●●◖



Long Beach Dub Allstars: *Right Back*

DreamWorks Records

Featured In: ESPN Winter X Games: Snowboarding

Music to get baked by, and don't think that this SoCal ska/reggae/rock/ whatever outfit doesn't know it; there's not a song here whose lyrics could pass a urine test, if you know what I mean. Personally, a little of this sort of aggro-ska goes a really long way with me, so after the third song here I was ready for some fresh air. But I know the genuine article when I hear it, and I can't imagine anyone in the skater/surfer crowd will be disappointed with what they'll find here.

Final Score ●●●●

mxpx
the ever passing moment

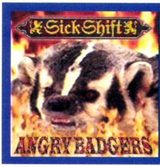
MxPx: *The Ever Passing Moment*

A&M Records

Featured In: ESPN Winter X Games: Snowboarding

Now, this is what I call "melodic post-hardcore," the sort of quasi-punk noise that folks like Blink 182 and Lit have been using to ride that there gravy train. MxPx cranks out this sort of snappy punk lite as well as either of these bands (and better than a lot of others), ramming through most of their songs in three minutes or less and giving the kids the daily requirement of bouncy pop beats they need without all that embarrassing teen-idol sugar-coating.

Final Score ●●●◖



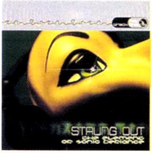
Sick Shift: *Angry Badgers*

MP3.com Records

Featured In: Razor Freestyle Scooter

Oh, look, these guys are different: They're not "melodic post-hardcore," they're "supercharged melodic punk"! Uh-huh. Look, just take the last three lines from the review directly above this one, and cut and paste 'em here; that's basically where we're at. Sure, there's more of a speed-metal tinge to the guitars in this one, but otherwise it's pretty much the same. I mean, I like it, but c'mon, all you punky bands out there: Time to move on, OK?

Final Score ●●◖



Strung Out: *The Element of Sonic Defiance*

Fat Wreck Chords

Featured In: ESPN Winter X Games: Snowboarding

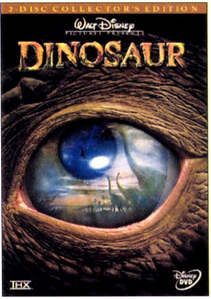
The first three tracks of this album are pretty much a waste of ones and zeroes—your typical loud, speedy, thrashy thing. But things pick up around track four ("Blew"), which takes on the contours of an actual song, and a pretty good one at that: Nice and aggressive, with a beat you can thump along to on your dashboard. Everything else from there works fine; it's more of that melodic post-punk thing, of course, but with maybe an extra particle of genuine punk.

Final Score ●●◖

John Scalzi's been reviewing music since "melodic post punk" referred to New York Doll David Johansen's reincarnation as Buster Poindexter. Yeah, you get points if you even have a clue as to what he's talking about here. Visit his Web site at www.scalzi.com. The power of punk compels you!

DVD Reviews

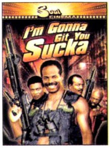
You'll find here some of the more notable selections of recent DVD releases, just in time for post-holiday trade-ins. Senseless violence, over-cute dinosaurs and fake orgasms—does it get much better than this?



Dinosaur Collector's Edition

The movie in which Disney spent something like $200 million to make its dinosaurs look breathtakingly and mind-bogglingly realistic, only to blow it all by making them speak and act like really vapid humans. Suspension of disbelief works only if you can't imagine the dinosaur taking an after-school job at the mall. Still, this flick's got some amazing eye candy, and the Collector's Edition package has some nifty toys, including deleted scenes, an interactive "making of" feature, and a "mixing board" that lets you fiddle with the dialog, music and special effects. So you can turn the dialog all the way down! Wheee!

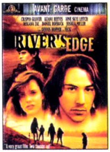
Movie Score ●●◖
DVD Extras Score ●●●◖



I'm Gonna Git You Sucka

Oddly enough, this month sees the DVD release of a bunch of "Blaxploitation"-era flicks, like *Cotton Comes to Harlem* and *Foxy Brown*, so it sort of makes sense that *Sucka*, the definitive parody of these films, also hits the racks. This flick is probably best known as the one that launched Keenan Ivory Wayans, thus by extension unleashing the entire Wayans clan loose upon popular culture. So this film has a lot to answer for. Nevertheless, it's pretty funny, especially if you've watched a lot of Shaft flicks. And who doesn't love the throbbing toe bit? A bust for extras, though, with only theatrical trailers.

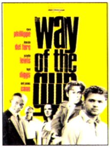
Movie Score ●●●
DVD Extras Score ●


AVANT-GARDE CINEMA
CRISPIN GLOVER KEANU REEVES IONE SKYE LEITCH
ROXANA ZAL DANIEL ROEBUCK JOSHUA MILLER
DENNIS HOPPER
RIVER'S EDGE

River's Edge

This film is to moody, stoned, trailer-living teenagers what *The Breakfast Club* was to the rest of us, and you can take that for what it's worth: A kid kills his girlfriend and his friends find out, but don't, you know, tell the cops or anything. Mostly they walk around in a haze. Scary part: It's based on a true story. Even scarier part: It's the first real film starring Keanu Reeves. Creepy and effective, but kids, if your pal does something like this—rat him out. Just trying to help here. Theatrical trailers, and that's it for extras.

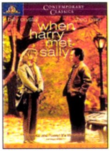
Movie Score ●●●
DVD Extras Score ●



The Way of the Gun

This is the directorial debut of Christopher McQuarrie, who won an Oscar for writing *The Usual Suspects*. Like that one, *Gun* is all about dense, dense plotting and crooks and their plans; unlike *Suspects*, the main characters here (played by Benecio Del Toro and Ryan Phillipe) are dumb as rocks, although just smart enough to know that about themselves (the film, alas, can't say the same). It's a dusty, grimy bloodfest, just what you'd expect from someone with too much Peckinpah and Tarantino in his diet. Fun if you like that sort of thing, but if not, not. Extras: commentary by McQuarrie, cast and crew interviews, storyboards and behind-the-scenes material.

Movie Score ●●◖
DVD Extras Score ●●●



When Harry Met Sally

I'll tell you what, the first time I saw the deli orgasm scene, I thought I was going to vomit from laughing so hard. A decade later, it's still one of the funniest scenes in recent movie history, and the rest of the movie holds up too—a nice study about how people who should get together do get together, whether they think they want to or not. The DVD is nicely tricked out as well, with commentary by director Rob Reiner, a music video by Harry Connick, Jr., and 11 minutes of previously unseen footage.

Movie Score ●●●●
DVD Extras Score ●●●

Fun Trivia Fact: The main characters of When Harry Met Sally *went to the University of Chicago—and so did John Scalzi! However, Meg Ryan never faked it with him. So there.*

Travelling Tunes

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Creative Nomad Jukebox

Dealing a decisive thump to the skulls of your everyday MP3 player is Creative's mind-bogglingly expansive Nomad Jukebox. Roughly the size of a CD Walkman, this puppy is significantly larger and heavier than most MP3 players—and considerably more pricey, as well. So what's the deal? Well, how 'bout the fact that it holds around 100 hours of music? Yeah, that's about 150 of your average 40-minute CDs—pretty much your entire CD collection. So, other than the price, are there any drawbacks? A few. First, the unit isn't really optimized for travel. An awkward interface and slow response time make it impractical for automobile trips (trust us, folks, for your own safety do *not* try to operate this unit while driving), and the limited, four-hour battery life means you'll want to purchase a separate adapter for car trips or a pantload of AA batteries for overseas flights. Also, you'll want to make sure you've got a fast PC or Mac (with a USB port) to encode and transfer all your CDs into MP3 format. It's a time-consuming process no matter what, but the easy-to-use software minimizes headaches.

Vital Stats

Size (W x H x D): about 5" x 5" x 1.5"
Weight: 14 oz. (without batteries)
Memory: 8 MB
Storage: 6 GB hard drive
Battery Life: Roughly four hours
Inputs: USB interface, 1/8" stereo line in
Outputs: Two 1/8" stereo line outs, 1/8" headphone jack
MSRP: $499

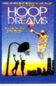
Coming Soon

1/16/2001
Coyote Ugly
Disney's The Kid
The Untouchables

1/23/2001
Me, Myself & Irene
Bring It On
Dogma (Special Edition)
There's Something About Mary
The X-Files (The Movie)
Dirty Dancing

1/30/2001
Glory (Special Edition)
Jesus' Son
What Lies Beneath
Dinosaur (2-DVD Set)
Space: 1999, Set 1

2/6/2001
The Natural
The Program
Backstreet Boys
Elvis: That's the Way It Is
Hoop Dreams



UNTOUCHABLES

there's something about mary

Top 10 Charts

PS2 Top Ten

Now we have two systems to tell you about, so we split up our usual Top 20 to accommodate games from a system you might have heard of. It's called the PlayStation 2. Some people even have it in their homes (not enough, though). Can anyone explain to us how Fantavision scored the third highest PS2 sales over SSX?

	Last Month	Title / Publisher	Rating
1	—	Madden NFL 2001 *EA Sports*	●●●●◖

You won't get much of an argument from us about Madden holding down the top spot. It's got lots of everything, and that Franchise Mode will keep even the run-of-the-mill sports geek coming back season after season to draft that offensive tackle and get him over the hump. And with the smart use of a Madden Card, there's no stopping the 94-yard field goal from shocking the world.

	Last Month	Title / Publisher	Rating
2	—	Tekken Tag Tournament *Namco*	●●●●◖
3	—	Fantavision *Sony CEA*	●●●●
4	—	SSX *EA Sports*	●●●●●

OK, if you haven't heard, SSX is awesome. It's more than awesome—it's awesomer than other PS2 games. So buy it! OK?

	Last Month	Title / Publisher	Rating
5	—	NHL 2001 *EA Sports*	●●●●
6	—	Midnight Club *Rockstar*	●●●●
7	—	Summoner *THQ*	●●●
8	—	Smuggler's Run *Rockstar*	●●●●◖
9	—	Ready 2 Rumble Round 2 *Midway*	●●●●
10	—	Kessen *EA Games*	●●●

Source: NPD TRSTS Video Games Service, mid-November 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

1	Zone of the Enders	*Konami*
2	Metal Gear Solid 2	*Konami*
3	Gran Turismo 3	*Sony CEA*
4	Onimusha: Warlords	*Capcom*
5	Soul Reaver 2	*Eidos*
6	Dark Cloud	*Sony CEA*
7	Twisted Metal: Black	*Sony CEA*
8	Silent Hill 2	*Konami*
9	Star Wars: Starfighter	*LucasArts*
10	Klonoa 2	*Namco*

Japan's Top 10 PS and PS2 Games

1	Super Hero Sakusen	*Banprest*
2	Gekitou Pennant Race	*Enix*
3	Sunrise Eiyuu Tan R	*Sunrise Int.*
4	Angerique Trois	*Koei*
5	Hokuto no Ken	*Bandai*
6	Zoids	*Tomy*
7	Dragon Quest VII	*Enix*
8	Hunter x Hunter	*Konami*
9	Hot Shots Golf	*Sony CEI*
10	Smash Court 3	*Namco*

OPM's Most Wanted PS one Games

1	Fear Effect 2	*Eidos*
2	Alone in the Dark: TNN	*Infogrames*
3	Mat Hoffman's BMX	*Activision*
4	Chrono Trigger	*Square EA*
5	Dance Dance Rev.	*Konami*
6	Dragon Warrior VII	*Enix*
7	Twisted Metal: Black	*Sony CEA*
8	Buffy the Vampire Slayer	*Fox Int.*
9	High Heat 2002	*3DO*
10	V.I.P.	*Ubi Soft*

Top 10 Selling Games, All Systems

1	Pokémon Silver (GB)	*Nintendo*
2	Pokémon Gold (GB)	*Nintendo*
3	Majora's Mask (N64)	*Nintendo*
4	Tony Hawk 2 (PS one)	*Activision*
5	NBA 2K1 (DC)	*Sega*
6	Shenmue (DC)	*Sega*
7	Madden 2001 (PS one)	*EA Sports*
8	Tony Hawk 1 (PS one)	*Activision*
9	Gran Turismo 2 (PS one)	*Sony CEA*
10	TWINE: 007 (N64)	*EA Games*

PS one Top Ten

If it weren't for Spec Ops, this would be one of the finest Top Ten lists in the land. But one bad egg won't spoil this bunch. Consider that the top five games (make that top six with Tekken 3) are a virtual must-have list for any self-respecting PS one owner. So if you didn't snag these over the holiday, get 'em now.

	Last Month	Title / Publisher	Rating
1	1	Tony Hawk's Pro Skater 2 *Activision*	●●●●●

There are games you play and there are games that become so engrossing that you've just missed four days of your life and you're still only on Venice Beach trying to get that stupid Hidden Tape which isn't hidden at all—it's right friggin' there!—but you keep missing it, and then you get it and then all of it, the missed meals, missed bedtimes, missed dates, is worth it. Welcome to THPS2.

SCORE
2124
SPECIAL
1: 16
NO COMPLY
200

	Last Month	Title / Publisher	Rating
2	2	Madden NFL 2001 *EA Sports*	●●●●●
3	3	Tony Hawk's Pro Skater *Activision*	●●●●◖
4	4	Gran Turismo 2 *Sony CEA*	●●●●●
5	7	Driver *GT Interactive*	●●●●

With Driver 2 on shelves now, let's all sit back and wonder if the original will have the same shelf-life as the first Tony Hawk.

	Last Month	Title / Publisher	Rating
6	10	Tekken 3 *Namco*	●●●●●
7	6	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
8	—	Spyro: Year of the Dragon *Sony CEA*	●●●●●
9	—	NBA Live 2001 *EA Sports*	●●●●
10	8	Dave Mirra Freestyle BMX *Acclaim*	●●●◖

Source: NPD TRSTS Video Games Service, mid-November 2000. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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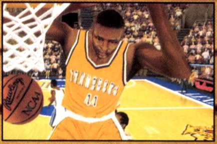

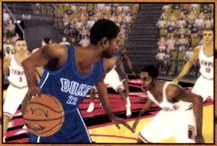

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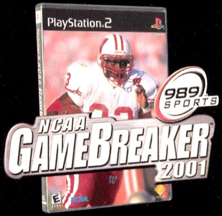
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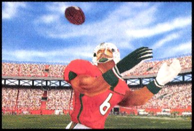

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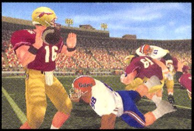

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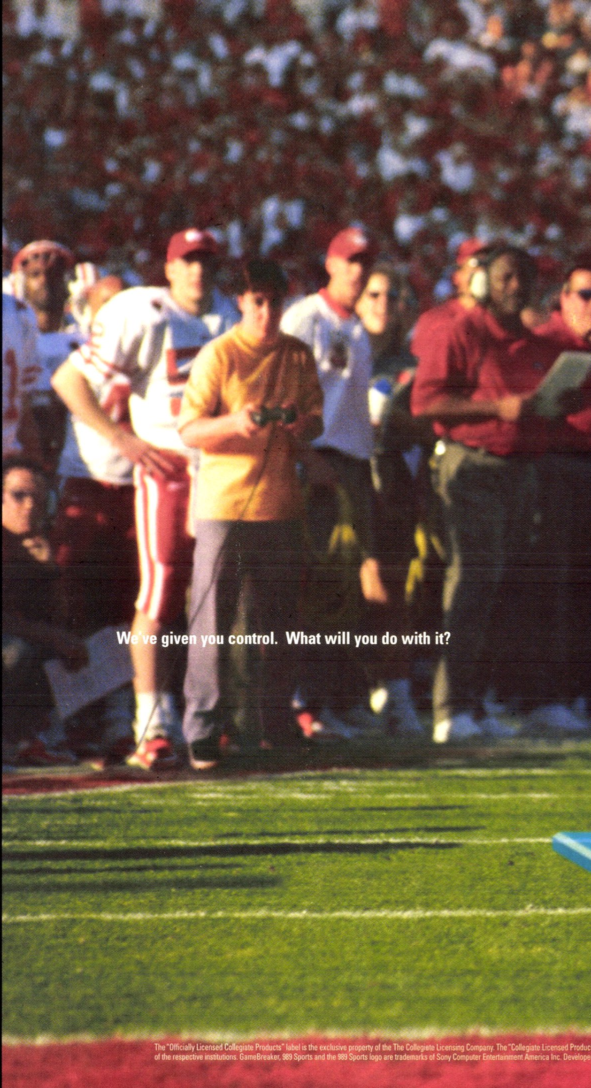
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Coming Soon

January

ATV Off Road	Sony CEA	Racing
ESPN National Hockey Night	Konami	Sports
ESPN NBA 2Night	Konami	Sports
F1 Racing Championship	Ubi Soft	Racing
MDK 2: Armageddon	Interplay	Action
NBA Live 2001	EA Sports	Sports
Oni	Rockstar	Adventure

February

Carrier: The Next Mutation	Jaleco	Adventure
Disney's Dinosaur	Ubi Soft	Action
Eden	Eidos	Adventure
Gran Turismo 3	Sony CEA	Racing
NBA Hoopz	Midway	Sports
Onimusha: Warlords	Capcom	Adventure
Tiger Woods PGA Tour 2001	EA Sports	Sports

March

Age of Empires II	Konami	Strategy
Dark Angel: Vampire Apoc.	Metro3D	Action
Dark Cloud	Sony CEA	Adventure
Driving Emotion Type-S	Square EA	Racing
ESPN MLS ExtraTime	Konami	Sports
Gauntlet: Dark Legacy	Midway	Action
Knockout Kings 2001	EA Sports	Sports
Ring of Red	Konami	Strategy
Shadow of Destiny	Konami	Adventure
Star Wars: Starfighter	LucasArts	Action
Star Wars: Super Bombad	LucasArts	Racing
WinBack	Koei	Action
Zone of the Enders	Konami	Action

Other Spring Releases

007 Racing	EA Games	Action
All-Star Baseball 2002	Acclaim	Sports
Army Men: Air Attack 2	3DO	Action
Army Men: Green Rogue	3DO	Action
Army Men: Sarge's Heroes 2	3DO	Action
Bloody Roar 3	Interplay	Fighting
The Bouncer	Square EA	Action
Commandos 2	Eidos	Strategy
Cool Boarders 2001	Sony CEA	X-Sports
CMX 2002 f/ R. Carmichael	THQ	Racing
Giants: Citizen Kabuto	Interplay	Action
Heroes of Might and Magic	3DO	RPG
Klonoa 2: Lunatea's Veil	Namco	Action
Mobile Suit Gundam	Bandai	Action
ModernGroove	3DO	Music
Portal Runner	3DO	Action
Sammy Sosa High Heat 2002	3DO	Sports
Twisted Metal: Black	Sony CEA	Action
The World Is Not Enough	EA Games	Shooter

Future Releases

Armada 2	Metro 3D	Action
Baldur's Gate II	Interplay	RPG
Bust-A-Groove 3	Enix	Dancing
CART Fury	Midway	Racing
Crash Bandicoot	Konami	Action
Devil May Cry	Capcom	Adventure
Drakan	Sony CEA	Adventure
Dropship	Sony CEA	Action
Ephemeral Fantasia	Konami	RPG
Evil Twin	Ubi Soft	Adventure
Extermination	Sony CEA	Adventure
Final Fantasy X	Square EA	RPG
Fur Fighters	Acclaim	Action
G-Surfers	TBA	Racing
The Getaway	Sony CEA	Racing
Gunslinger	Activision	RPG
Half-Life 2	Sierra	Shooter
Harry Potter	EA Games	Adventure
Herdy Gerdy	Eidos	Adventure
ICO	Sony CEA	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
Kessen II	TBA	Strategy
Legacy of Kain: Blood Omen 2	Eidos	Adventure
Legacy of Kain: Soul Reaver 2	Eidos	Adventure
Legion: Legend of Excalibur	Midway	Strategy
The Lost	Crave	Adventure
Metal Gear Solid 2: SoL	Konami	Adventure
Motor Mayhem	Infogrames	Action
NASCAR Heat	Hasbro	Racing
Navy SEALS	Jaleco	Action
No One Lives Forever	Fox Interactive	Shooter
Pirates of Skull Cove	EA Games	Strategy
Red Faction	THQ	Shooter
Run Like Hell	Interplay	Adventure
Silent Hill 2	Konami	Adventure
Sled Storm 2	EA Games	Racing
Soldier of Fortune	Majesco	Shooter
Star Trek Voyager: Elite Force	Majesco	Shooter
Stunt GP	Infogrames	Racing
Supercar Street Challenge	Activision	Racing
Test Drive Off-Road: WO	Infogrames	Racing
WDL: War Jetz	3DO	Action
WipeOut Fusion	Psygnosis	Racing

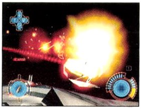
Star Wars Ep. I: Starfighter

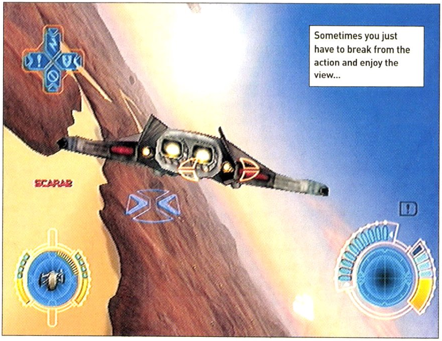
Close, yet still too far, far away

After a couple of delays, **LucasArts** is finally set to release its eagerly awaited, *Episode I*-based space combat sim this **March**. But will Starfighter be worth the wait? Well, if the seven missions we've played through are any indication, there's only one thing to say: The Force has returned to LucasArts. Even though Starfighter still has some faults left to perfect (a voiceover here, an incomplete menu there), we were totally rapt for an entire workday in all it has to offer—even if it does star three characters we've never heard of.

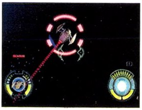
Controlling your three ships isn't entirely intuitive at first, but once you get the hang of it, you'll feel capable of making the Kessel Run in less than 12 parsecs. Use of both analog sticks comes into play, as one steers your direction and the other spins your axis. You'll find yourself using both sticks quite frequently to track down enemies during dogfights—so get used to flying upside down.

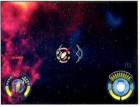
The graphics also stack up against any other PS2 game out there, with the healthy mix of space- and land-based combat varying things up. Throw in some cool pilot chatter, internal and external views, and John Williams' *Episode I* score, and Star Wars fans might just forget about their anticipation for 2002—for a while.

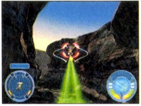


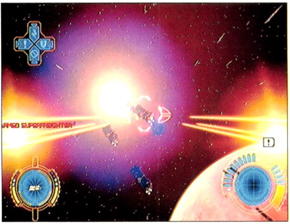


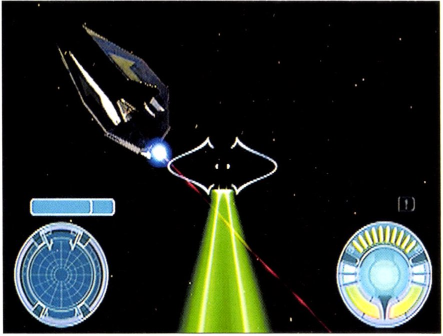
Sometimes you just have to break from the action and enjoy the view...



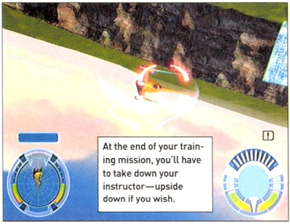




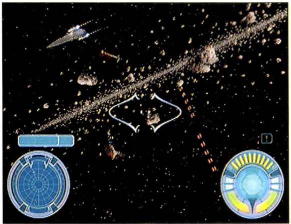




HUNTER SEEKER

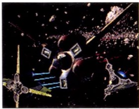


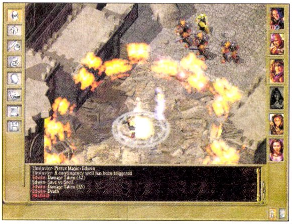
At the end of your training mission, you'll have to take down your instructor—upside down if you wish.



Your Duty

See Queen Amidala's sleek silver ship in the screen to the left? Your second mission pits you and several other Naboo cruisers as her royal highness' only protection against mercenary ships hired by the Trade Federation. That's not the only skirmish you'll have with your sworn enemy, though. Since the events of Starfighter occur during the timeframe of *Episode I*, your final test comes against the droid control ship seen at the end of the movie.





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Elminster- Pierce Magic: Edwin
Elminster- A contingency spell has been triggered
Edwin- Damage Taken (32)
Edwin- Save vs Spell
Edwin- Damage Taken (35)
Edwin- Death
PAUSED
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Baldur's Gate II

You may be looking at a PC shot here, but don't expect a whole lot of visual difference for Baldur's Gate II when **Interplay**'s hugely popular RPG debuts on PS2 this **fall**. Based on Forgotten Realms (which in turn is rooted in Dungeons & Dragons lore), the game boasts an incredible amount of depth, especially in its many character types. At this time, it's unclear whether or not the PS2 version will in fact be a direct port, though, and the very title of the game might change.

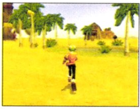
Warriors of Might and Magic

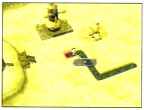
3DO is putting the finishing touches on a PS2 version of Warriors of Might and Magic (in fact, it should be out **now**), but with something of a twist: Although the PS one and PS2 versions share the same main character, basic premise and even intro cinema, the actual games themselves are completely different. Different weapons, different enemies, different locations—everything! It remains to be seen which version will be better, though; we'll tell you in next month's review.

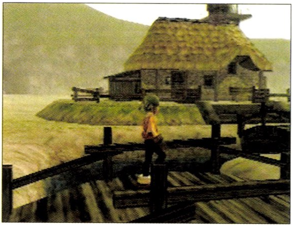
Dark Cloud

Still covered by a cloud of mystery

As **Sony CEI**'s anticipated world-building action/RPG nears its release in Japan, a few more tidbits of information have surfaced regarding the game. While we previously reported that the world-building aspect comes into play due to a demon having stolen the souls of all of the hero's fellow townspeople, new information indicates that the demon is in fact summoned by a foreign military power, lending an air of political intrigue to the magical-fantasy setting. We've also seen some additional characters, and one source indicates that you will be able to take full control of other personalities—perhaps in a kind of hybrid party system. As to the rumors that a great deal has been left out of the game in order to meet the Japanese release deadline, we've heard nothing to indicate that these are in any way factual. And regardless, the **late first-quarter** U.S. release is still a ways away.

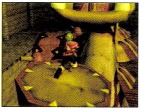






To Arms!

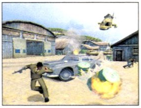
DC's battle system appears to use an auto-lock function similar to Soul Reaver or the N64's Zelda, but with a much larger selection of moves, giving battles an almost fighting-game pace. A recent video also showed a great deal of cinematic activity during battles: The camera pans and cuts to dramatic angles, and battles include *Matrix*-like slow-motion interludes. All in all, the action appears extremely fast and diverse. We can't wait!

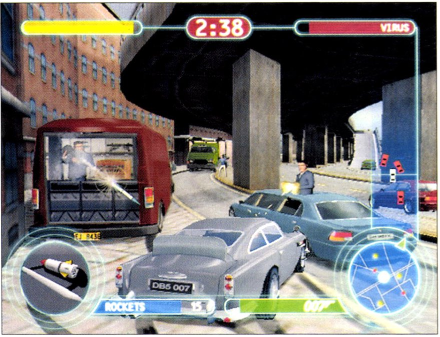


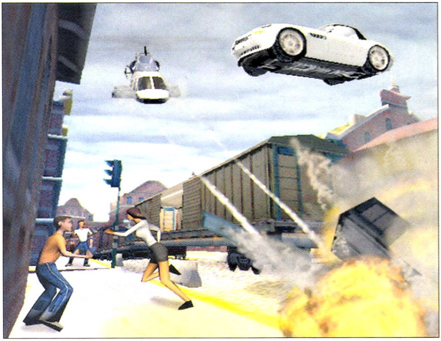
007 Racing

Bond's PS2 debut

This **spring**, you should know what you're getting into: leggy women, innovative gadgets, the sweetest automobiles human minds can imagine, and a man—*the* man—in a tuxedo commanding everything while never having to raise his voice. **EA Games**' 007 Racing didn't turn many heads on the PS one, but expect different results from this uber-version. New weapons include tire shredders, spike dispensers (who doesn't have one of those nowadays?), and slick chameleon car paint. All these devices, along with the old standby rocket launchers, are spread over the most exotic lineup of cars one could hope to see. Wrap your skills around 20 missions in Amsterdam, Hong Kong and Estonia. The Hong Kong and Amsterdam locations each show off over 40 kilometers of track—yes, 40!—and we're guessing (OK, *hoping*) that means the red-light district might make an appearance.







Star Wars Ep. I: Super Bombad Racing

Looking super bomgood

Several times now, we've told you about what's undoubtedly the "cutest" Star Wars console game ever to come along. But with new screens as good as these and SBR's **March** release approaching, how could we resist treating you to some more coverage of the *Episode I*-themed kart racer? Usually, **Lucas Learning**'s projects appeal only to children, but we're guessing that SBR manages to pull in some grown-up SW fans, too—at least the open-minded ones.

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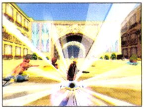
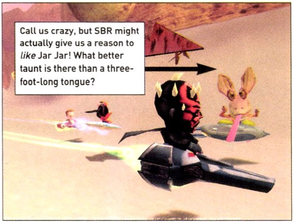
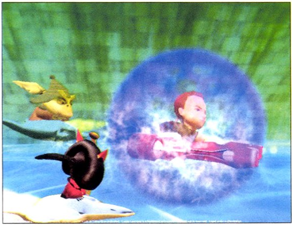




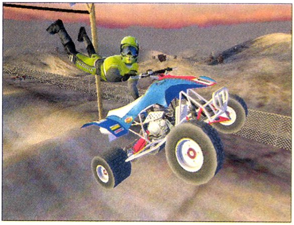
Call us crazy, but SBR might actually give us a reason to *like* Jar Jar! What better taunt is there than a three-foot-long tongue?

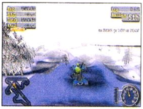


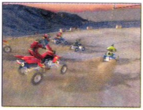
ATV Offroad Fury

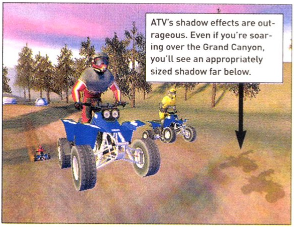
The PS2's Excitebike?

Rarely does a game bring all of us together. But **Sony**'s ATV Offroad Fury, due out in **January**, made for a virtual pile-up once we turned it on. The game features 20 tracks, 12 ATV models (Honda, Yamaha and Kawasaki), and tons of tweakable elements on your ride. But forget all that. All you need to know is that it plays like a dream. The environments are huge (two square miles!) and you can ride all day, getting lost. But when you're done wandering, you can join in on a series of different events ranging from freestyle stunt competitions to serious stadium supercross races. Oh, and the soundtrack features Primus, Alice in Chains and Soundgarden. Sweet.







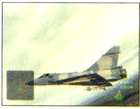


ATV's shadow effects are outrageous. Even if you're soaring over the Grand Canyon, you'll see an appropriately sized shadow far below.

Ace Combat 4

Flight simulation hits the PS2

Just as we headed to press, **Namco** delivered these sweet screens of its upcoming PS2 flight sim, due out...well, we can't say exactly when, since our deadline came before any game info could be leaked. Do look for it in **2001**, though. And do count on further coverage in *OPM*.



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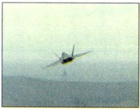

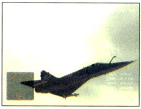

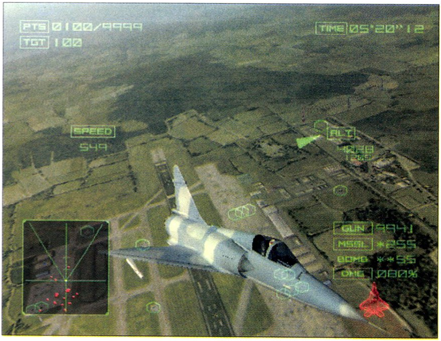
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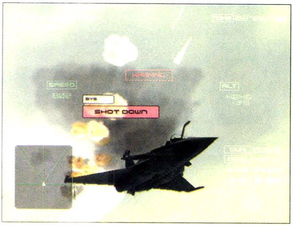
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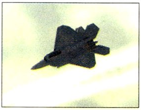

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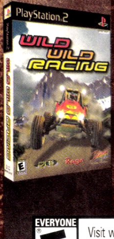

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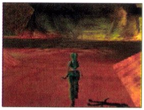
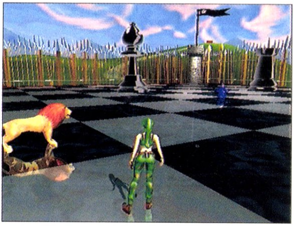
Portal Runner

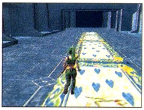
A.k.a. Army Woman

You may not see the words "Army Men" in front of this **3DO** offering, but don't be fooled: Portal Runner owes its livelihood to the company's most successful—and *very* fruitful—franchise. Starring Sarge's main squeeze, the voluptuous Vikki, this **spring** release expands upon the idea that there's a lot more going on in a kid's playset than meets the eye. But it's not just war zones this time. In order to get Sarge for herself, an evil sorceress has attempted to banish our green-haired heroine to such unfamiliar territories as a medieval world, prehistoric times and a futuristic land. The action unfolds via your typical Tomb Raider-esque 3D platforming, with computer-generated cinematics to set up each of the 19 levels. Throw in a loyal companion for Vikki—a lion named Leo who you'll control as well—and 3DO might just have a new starring duo on its hands.





SAUR PLAYSET



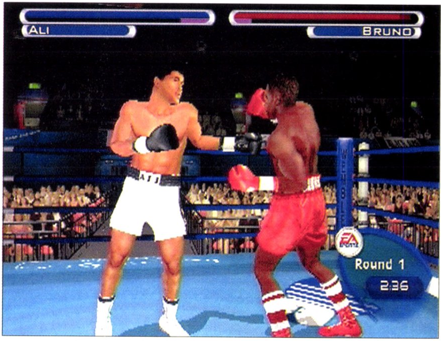
Knockout Kings 2001

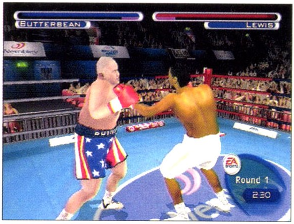
Haymakers to the chin never sounded so good

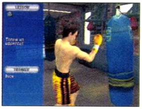
This looks good. It looks really good. It looks like Muhammad Ali is throwing the black glove at Frank Bruno's solid sternum. Interesting, since the two fought in separate periods. Besides the fact that **March**'s Knockout Kings 2001 doesn't adhere to the laws of time and retirement, **EA Sports** has utilized some sweet face- and body-mapping technology, meaning every feature is covered—even down to the chest hair. It's not that this game is much different than its PS one counterpart—it's not. But it looks super-clean. With the game's Create-A-Boxer, you can morph a fighter into many a likeness and then choose a fighting style like Ken Norton's "Crab" or the "Slugger" style popularized by Rocky Marciano.

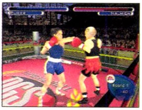
The Fantasy Fights category teaches boxing history to those who yearn to learn, showcasing some of the great matches as well as outtakes (all text, unfortunately) of the press conferences. Want to know what trash Tua vs. Holyfield conjured up? It's there for the perusing. But none of these bells and whistles show off this game like the crunching sound of a haymaker hook to your opponent's jaw. In the ring it's more than just a couple of hits and then a knockdown. This feels—really *feels*—like boxing.

Our only question: Where's Felix "Tito" Trinidad?









Femmes Fatale

Think chick boxing is a hoax? Think it's just some powder-puffs trying to pillow each other in the face while men cheer and jeer? Think again. The four women in KK2001 are for real, and they'll slug the bejesus out of you if you don't respect them. Check out our interview with Mia St. John on page 32 to learn more about one of these women capable of knocking you out in more ways than one.

A long time ago in a galaxy far, far away...

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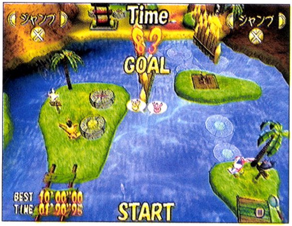
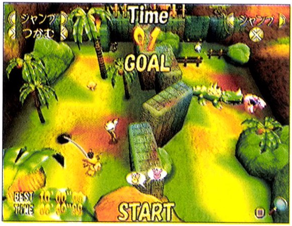
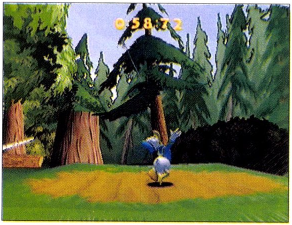




The Adventures of Cookie & Cream

At first glance, **Agetec**'s new action-puzzle hybrid might seem a tad simple, but honestly, it's a blast. Designed for two simultaneous players, you and a mate tackle a series of strange worlds in a race against the clock. But the cool part is that you're not racing one another. In fact, if you don't help one another along the way by flipping switches and pulling the alligator's leash (which is happening up top), then neither of you will finish. Expect AC&C to arrive in the **spring**.



Disney's Donald Duck: Goin' Quackers

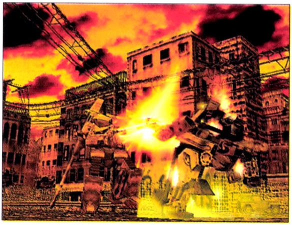
Sure, **Ubi Soft**'s PS2 version of Goin' Quackers is very similar to the recent PS one release, but its significantly sharper graphics and slightly different gameplay might convince fans of the previous incarnation to give it a go. Just like before, Donald's trademark attitude is the star of this platformer as he sets out to rescue Daisy from the evil wizard Merlock. Goin' Quackers should be available in stores **now**.

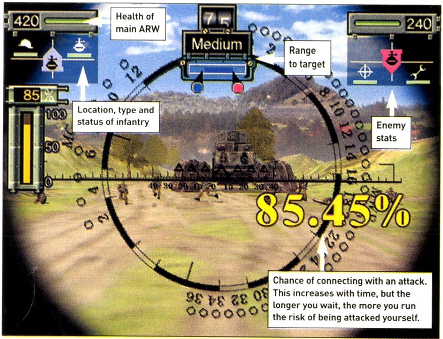
Ring of Red

So much for peace and love

They say that if you remember the '60s, you weren't there. But even the most, er, "occupied" student of '60s excess would likely be surprised by the version of history put forth in **Konami**'s upcoming expansive strategy/RPG Ring of Red. In World War II, the story goes, Hitler developed a new type of weapon: the Armored Fighting Walker, or AFW. This giant, manned robot was poised to revolutionize combat altogether, but it wasn't until the Japan War of the '50s that the AFW came into its own. With its all-terrain legs perfectly suited to the mountains of Japan, the AFW was embraced by both North and South Japan in this bloody civil war. It is now 1964, and an uneasy peace hangs over the still-divided country.

That's where you come in. Playing the role of Masami Von Weizegger, a 22-year-old AFW pilot in South Japan, you must command these immense vehicles—as well as squads of human soldiers—as you attempt to prevent the communist North from upsetting the balance of power. Using a hybrid real-time/turn-based combat engine, you'll manage small groups of specialized soldiers as you wait for the powerful, slow weapons of your AFW to be loaded. This combat takes place in fields, forests, mountains and cities, with a realistic, dynamic day/night cycle (not to mention realistic weather) adding visual and tactical variety. You'll probably want to clear your calendar for **March**, actually. This one looks like it could take awhile.





Health of main ARW

Range to target

Location, type and status of infantry

Enemy stats

Chance of connecting with an attack. This increases with time, but the longer you wait, the more you run the risk of being attacked yourself.

BANDAI®

PlayStation®

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL DIGIMON MONSTERS

DIGIMON WORLD

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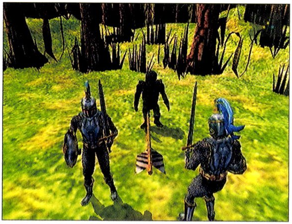
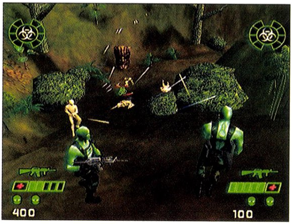
TEEN T CONTENT RATED BY ESRB

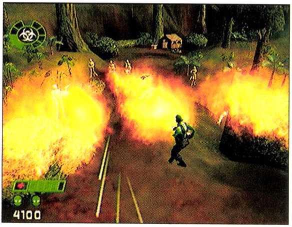
Comic Mischief



Heroes of Might and Magic

What's the difference between a Hero of Might and Magic as opposed to, say, a Crusader or a Warrior? Apparently, at least as the premise for this **spring** release from **3DO** might indicate, Heroes are much more likely to partake in turn-based RPGs. So, as one of four different types of Heroes commanding as many as five different armies at one time, it's up to you to seek out the magical Dragonbone Staff, claiming 26 castles for the forces of good along the way. Heroism, indeed.





Army Men: Green Rogue

In what **3DO** describes as "an attempt to capture the purity of arcade gaming," the Army Men series has a new hero this **spring**—a Captain America-like supersoldier called the Green Rogue. As this unstoppable warrior, you and a friend can simultaneously embark upon 16 total stages of what might best be described as a 3D Ikari Warriors. On an upward-scrolling screen, collect power-ups and blast away at Tan soldiers with a wide assortment of destructive weaponry.

Metal Gear Solid 2: Sons of Liberty

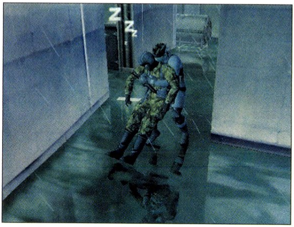
Play it sooner than you think

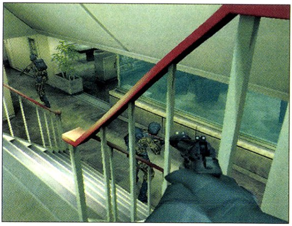
Few games have ever created the buzz that **Konami**'s Metal Gear Solid 2 is currently enjoying, but it certainly seems worthy of every page of coverage we've ever devoted to it. Aside from being the sequel to one of the greatest PS one games ever, no other title represents a stronger testament to the kind of graphics and gameplay the PS2 is capable of.

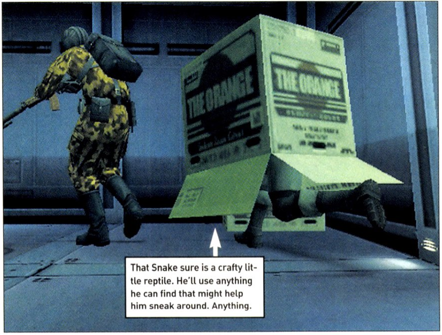
But, like all things good and beautiful, MGS2 is a ways off—**almost a year off** to be more exact. Don't fret, though. A demo will be hitting our shores this March if you preorder a copy of Zone of the Enders. A demo recently played before us. A demo that made us very, very happy.

First of all, MGS2 looks just as good in real life as it did in the E3 movie. Every bit of detail and glitz seen in the video occurs in the actual game. The glass shattering, the super-smooth first-person perspective, the perfect shadows—it's all there. And it's all gorgeous. The gameplay seems to have a new emphasis on non-lethal ways of taking out guards. One of your new weapons is a dart gun, which leaves your foes resting on the floor, complete with little "Z's" floating over their heads. But now, thanks to MGS2's "smarter" guards, you'll have to drag and hide the sleeping beauties before other patrolling foes find them. Very cool.

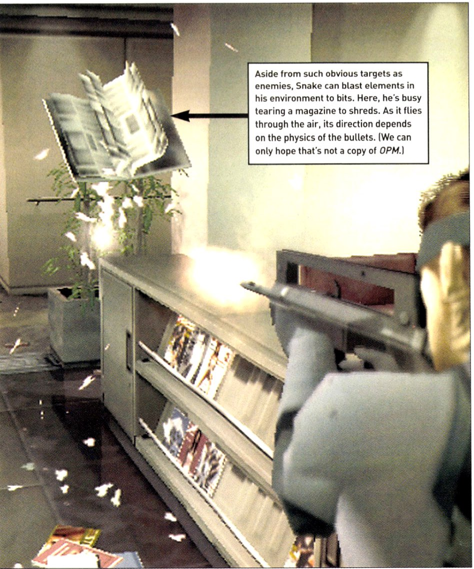
The question is, how much gameplay will actually be on the demo? We only saw an opening in-game cinema, which involved Solid Snake taking out baddies using non-bloody methods, sneaking around in a cardboard box, screwing up and running (and dive-rolling) away from guards, finally getting shot up in a hallway. Konami said the demo should keep players busy for at least an hour. Yes, it's perfectly fine to get excited.



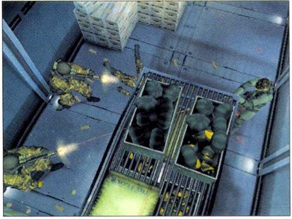


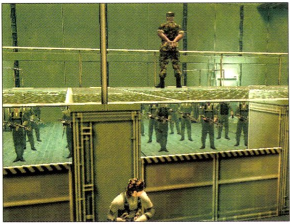


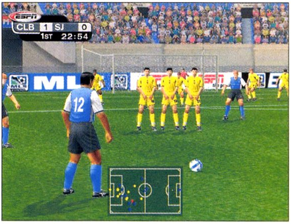
That Snake sure is a crafty little reptile. He'll use anything he can find that might help him sneak around. Anything.

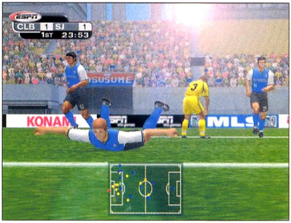


Aside from such obvious targets as enemies, Snake can blast elements in his environment to bits. Here, he's busy tearing a magazine to shreds. As it flies through the air, its direction depends on the physics of the bullets. (We can only hope that's not a copy of *OPM*.)



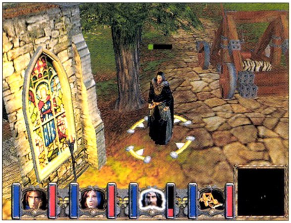






ESPN MLS ExtraTime

Hey, hardcore sports guys. Soccer is cool. Really. Think of it this way: It's called "football" in all the other countries. With **Konami**'s new soccer effort, the company hopes the MLS faithful will be as attached to their nascent league as those who live and die for the NFL. ESPN integration should help, with Bob Ley doing play-by-play. But know that this is the first game to offer up all 12 MLS teams with complete rosters (plus 53 international teams). It all kicks off in **March**.



Legion: Legend of Excalibur

When you think of real-time strategies, odds are the first publisher to come to mind isn't **Midway**. But then again, Legion isn't exactly your typical RTS. Developed by the newly formed **7 Studios**, this **November** release was created specifically with the PS2 in mind—none of that PC-to-console business. Even though some of the minds behind the Command & Conquer series are contributing, we're anticipating a somewhat unique Arthurian experience unlike anything before.

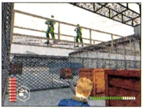
WinBack

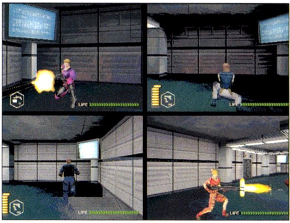
Have no fear, S.C.A.T. is here

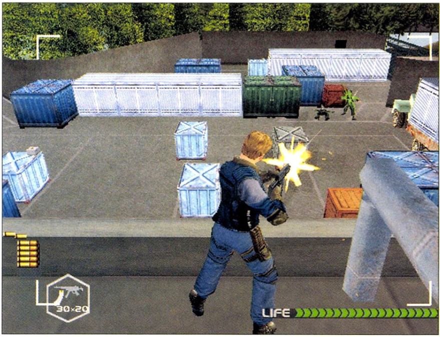
With **Koei**'s new third-person shooter, expect Hollywood-style action and Solid Snake-like espionage. Don't mind that this game (which debuted on the N64) was developed by **Omega Force**, the same team who pieced together the Dynasty Warriors games. Instead of historical-based combat, WinBack puts the gamer in the middle of a terrorist crisis. You'll have to skulk, maneuver, snipe and bombard to free innocents from inevitable doom. Instead of overpowering, overwhelming, overdone weapons to get through the missions, you'll need a little elbow grease and a lot of sneaky stealth.

As cool as your missions might sound, the multiplayer seems to have even greater potential, with six such modes like the old standy Deathmatch and a really sweet Cube Hunt. There's also a hip "BOT" mode where you can go one against seven (yum!) or even the odds for some four-on-four action. Three-dimensional cutscenes drive along the cinematic storyline, and the characters use over 350 motion-captured actions while they're trying to save the world from harm.

As for replayability, WinBack features three different endings depending how you fared, as well as 28 unlockable characters for use in the multiplayer modes. Sneak over and check this out in **March**.

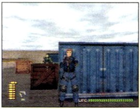






Back Story

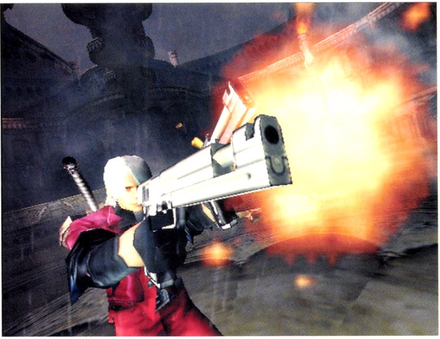
S.C.A.T. (Strategic Covert Actions Team) is a special military unit of ladies and gents, each with his or her own useful military specialty. It's attached to an independent government agency with the sole purpose of dealing with emergency situations that call for stealth and secrecy. Jean-Luc Cougar, the main character, is part of this elite organization, which can only be called to action with the approval of the Department of Defense.

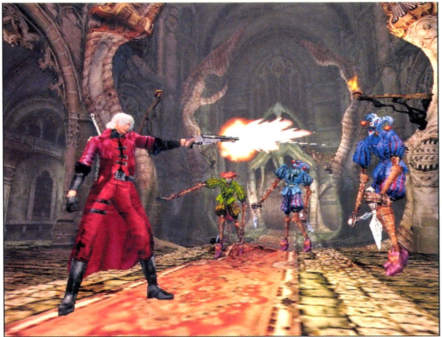


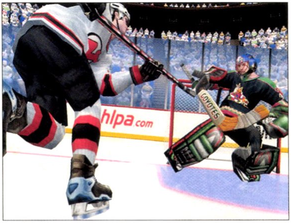
Devil May Cry

Because even evil lords of hell get sad sometimes

OK, so maybe the name doesn't make a whole lot of sense at the moment, but this **Capcom** offering just might have diehard survival-horror fans shedding a few tears of joy. After all, it was conceived by the mind of industry legend Shinji Mikami, creator of the much-lauded Resident Evil and Dino Crisis games. As Dante, the descendant of a sword-wielding demon slayer from two millennia ago, you come equipped with your ancestor's weapon of choice en route to avenging your family's death at the hands of minions of the underworld. The entire quest is 3D, and you'll face plenty of poltergeists and possessed souls. Expect plenty more coverage on this one, especially since it's not due out until **late this year**.

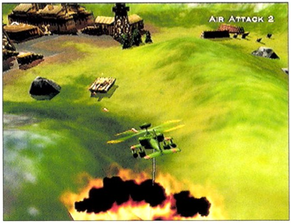


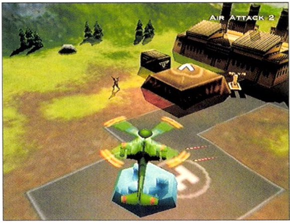




ESPN National Hockey Night

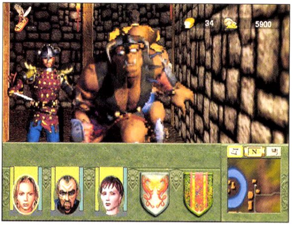
We don't know too much about **Konami**'s brand-spankin' new hockey title, due out **this month**. But we certainly hope the midseason release means that newly unretired hockey deity Mario Lemieux will take his place at center ice for the Pittsburgh Penguins. We are sure of a couple things, though: Gary Thorne and Steve Levy provide the commentary/bantering to lend their ESPN magic and Scott Gomez (the New Jersey Devils' stud Calder Trophy winner) adorns the cover.

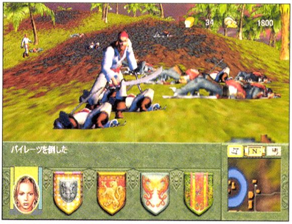




Army Men: Air Attack 2

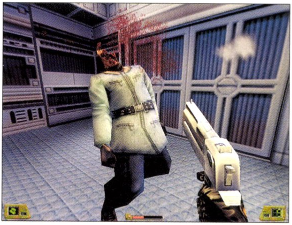
3DO is translating our favorite of the current Army Men games to the PS2, shining it up in preparation for a **spring** release. Air Attack 2 will be more than a graphically enhanced port of the PS one game, though, with 10 head-to-head games to augment the 22 campaign levels (all of which can be played cooperatively with a friend) and even extras like bowling and Frisbee golf! Of course, it looks much better, too, with a zoomed-in view and a solid framerate of 60 fps.





Might and Magic VIII: Day of the Destroyer

The latest epic Might and Magic RPG is available here in America on PC, but it appears that Japan gets first dibs on the PS2 version, courtesy of **Imagineer**. You guide a team of up to five warriors through the world of Enroth, questing to stop the evil Elementals. Sounds pretty everyday, huh? The cool thing is, you can enlist any trolls or other "enemies" along the way. We can only hope **3DO** brings it here.



Soldier of Fortune

Majesco doesn't have any actual PS2 footage of its upcoming first-person shooter yet—not surprising since it isn't due out until the **fourth quarter** of this year—but we think this PC shot gives you a good idea of what to expect. As a mercenary, only you can stop one of the world's most feared terrorist organizations, your ultra-graphic adventures taking you across five continents. The game also includes the multiplayer deathmatches we've come to expect out of an FPS.

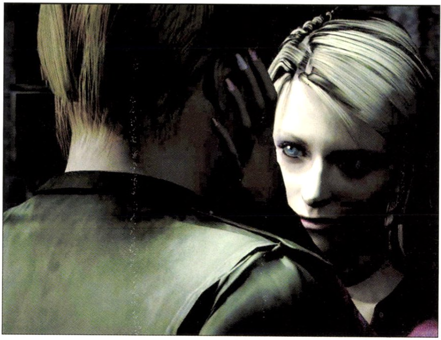
Silent Hill 2

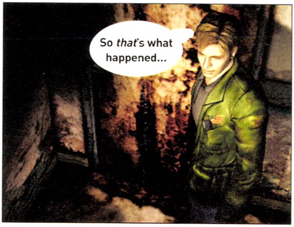
Making noise once again

"Prepare to get it even worse." It might seem impossible to anyone who played the original Silent Hill, but that's **Konami** CGI designer Takayoshi Sato's promise about the sequel to the game widely regarded as the scariest video game ever. So, needless to say, we can't wait for its release in the **third quarter**.

As we first mentioned to you back in December, Silent Hill returns you to the same quiet resort town that terrorized you back in 1999. But things are different this time: As far as we know, Harry Mason is out of the picture in favor of a new protagonist, James Sanderland, who recently received an invitation from his wife to meet her there—his very *dead* wife. Of course, things go all awry (as if they weren't already), as you eventually find yourself fighting 10 new types of enemies throughout the entire town that seems to represent surreality incarnate. This time, you can go everywhere you could in the first game and beyond. Remember those closed-off areas you just couldn't get past? They're not off limits anymore. Also, prepare yourself to meet an entirely new cast of supporting characters.

Meanwhile, everything comes to life via incredible graphics. "The in-game graphics often look even better than the CG," says Sato, "which makes me wonder if I'll still have a job in a couple of years!"





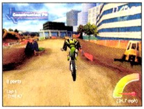
Explanations

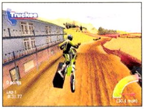
Even though almost everyone who played the first Silent Hill thoroughly enjoyed it as a masterpiece of video game horror, many finished it not fully understanding exactly what had happened. The sequel promises to shed light on some of the unexplained mysteries, even going so far as to delve into the history of that mysterious, fog-ridden town. Of course, it stands to reason that only more questions will arise—but that's what Silent Hill 3 is for.

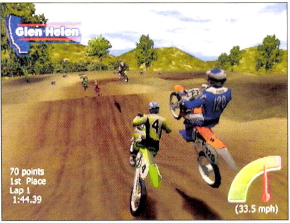
CMX 2002 featuring Ricky Carmichael

Mind-boggling attention to detail

This next evolution of **THQ**'s Ricky Carmichael series looks to take a huge leap forward in terms of realism. How big a leap, you ask? Well, in a recent conversation, developer **Pacific Coast Power & Light** (you may remember them from the latter Jet Moto games) clued us into this little gem: In an almost fanatical attempt at accuracy, the designers assembled GPS coordinates for all the real-world courses and then built them into the game using topographical data from government satellites! And with the two-kilometer sight distance, you'll be able to clearly notice all the little touches; all it takes is a game like this, where from certain vantage points you can see the entirety of the twisting, hilly track, to prove that racing games have entered a whole new age with the release of the PS2. But the tracks aren't the extent of the realism, as the bikes themselves are modeled with similar detail. Take a look at a replay and you'll notice the front and back shocks compressing independently and even parts of the engine moving on their own. It's not surprising, considering each bike is made up of around 8,000 polygons, with the riders weighing in at about 1,000 apiece. Hopefully the gameplay will show the same attention to detail. You'll have to wait until **spring** to find out, though.

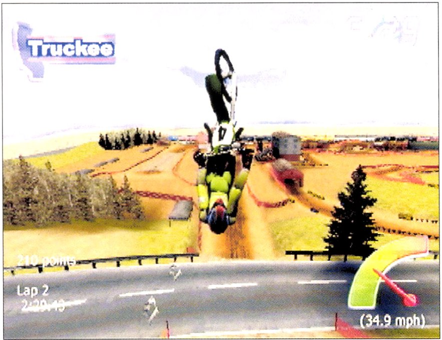


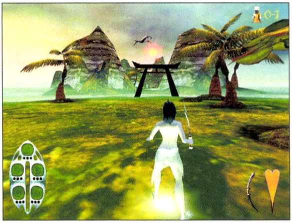




Roll Call

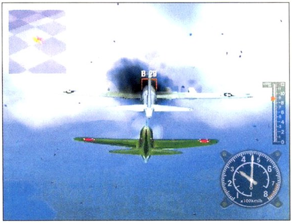
CMX 2002 will include even more hot names from the world of motocross. Signed up so far are Mike Larocco, Jeff Emig, Greg Albertyn, Carey Hart, Mike Cinqmars, Ezra Lusk and Mike Jones—plus Ricky Carmichael, of course—and the lineup's not even finalized yet. Plus, the game will include real-world competitions, like Loretta Lynn's Amateur National Championships and the THQ U.S. Open, with the biggest monetary prize in motocross.

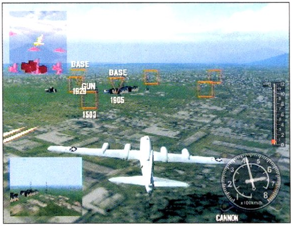




Giants: Citizen Kabuto

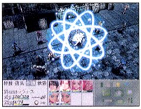
Recently released on the PC platform to favorable reviews, Giants: Citizen Kabuto is now being planned for a release on the PS2 thanks to **Interplay**. The game places you in control of one of three alien factions intent on controlling an island. Taking into account that its developer **Planet Moon** is comprised of former employees of Shiny Entertainment (Earthworm Jim, MDK), expect lots of unique gameplay when the game hits the PS2 **later this year**.





Kuusen

Roughly translated as "Dogfight," Kuusen seats you in the cockpit of 34 different Japanese and American war planes dating from as far back as 1945 to the present. You can determine where your opponents are with the game's handy 3D radar, which you'll need in order to work your way through Campaign Mode. And while no immediate connections to last year's Orphen might be apparent, the same team, **Kadokawa Shoten**, is responsible for this aerial adventure.



Global Folktale ●

This real-time strategy RPG from **Idea Factory** requires effective army management, well-timed button combos, and all-around deep thinking. A U.S. version seems likely—we'll certainly keep you posted.

Onsen Takkyu ●

Yep, this is exactly what it looks like—ping-pong. Thanks to **Psikyo**, Japanese gamers will soon be able to play a PS2 version of the first sport represented in video games. But will it make it over here? Doubtful.

Angel's Present: Marl Kingdom Story ●

Out now in Japan, this PS2 follow-up to Rhapsody features more musical drama and plenty of puppets to collect and use.

Shadow of Destiny

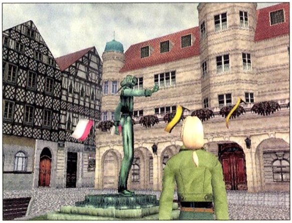
Live...die...repeat

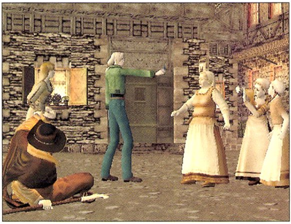
Ever wish you could go back and relive events in your life in order to bring about a different outcome? Sure, we all do. But Eike Kusch never imagined he'd actually get the chance. Of course, he may have wished for a second chance a bit more desperately than others, since he's dead. Sort of. But not for long.

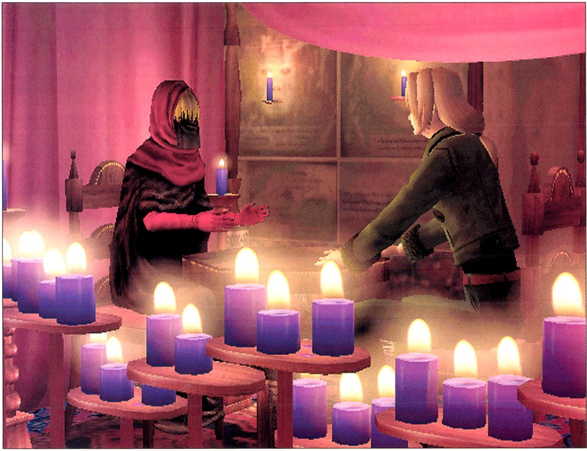
Confused? Then you're right where **Konami** wants you. Your mission in this gorgeous adventure game is to step into the beleaguered shoes of Eike (pronounced simply, "Ike") and solve the mystery of his own murder. But this isn't a game about life after death—or rather, it *is* a game about life after death, just not in the usual sense of the term. You're confused again, aren't you? See, the game begins with Eike's murder. But after he apparently expires, he awakens to discover himself in an otherworldly environment, keeping company with a strange, supernatural-looking youngster who helps him back into the land of the living and sets him on the path to solving the mystery of his own murder—hopefully preventing it once and for all.

The method of this madness is a time-travelling device that lets Eike visit his own ancestors in search of clues as to why someone wants him dead. But every little action Eike sets in motion in the past has a far-reaching effect on the present. One example we saw in this demo had Eike travel a hundred years into the past from the site of a present-day museum, where he encounters a man deliberating whether to build a museum or a library. A short conversation, a trip back to the present, and—*presto!*—suddenly Eike has access to all the information of a well-stocked library.

And that's barely scratching the surface of what appears to be a remarkably deep game. You'll be able to dive deeper come **March**.







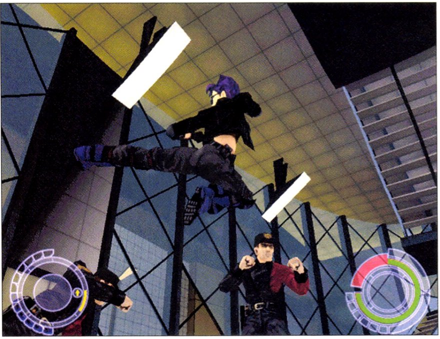
Oni

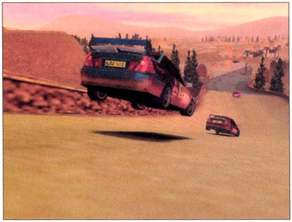
Get to know Konoko

Konoko seems like the perfect **Rockstar** heroine: tough, smart, and totally unafraid to beat the crap out of anyone—even innocent bystanders. Of course, as Oni's main character, she'll only do so if you work your controller in such a needlessly sadistic manner, but the option to tear up someone who's just helped you out definitely exists. And with an adversary as worthy as the Syndicate against you, you'll need all the help you can get in this anime-inspired third-person action title developed by **Bungie**.

As a dedicated member of the Tech Crimes Task Force, Konoko knows her weaponry. Whether it's as mundane as a standard pistol or as cumbersome as a rocket launcher, this purple-haired mistress of crimefighting can handle any of the large assortment of weapons encountered during her adventure. Run out of ammo and she's *still* got the advantage over your typical Syndicate thug with her unmatched martial-arts skills, complete with special moves and combos. In all, there are 17 levels of crime-busting ahead of her, with missions varying in emphasis, including stealth, platform jumping and puzzle solving.

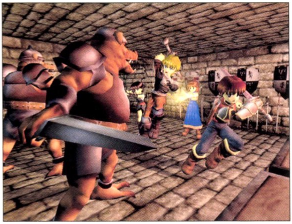
While the control of Oni seemed as though it could use some work, we saw a lot of promise in the game when Rockstar demonstrated it for us. You can try it yourself at the **end of January**.

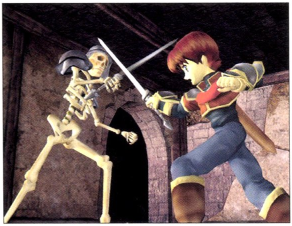




Rally Circuits Africa

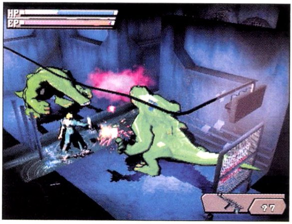
U.K.-based **Rage Software**, known for such previous titles as Wild Wild Racing and Expendable, has a new PS2 racing game in the works. We haven't seen much of it yet, but we're hoping that the African setting means plenty of ambient giraffes and elephants as you do that rally racing thing through each track. The game currently has no planned release date or U.S. publisher, but we're betting that it's picked up shortly. Look for more on this title in the near future.

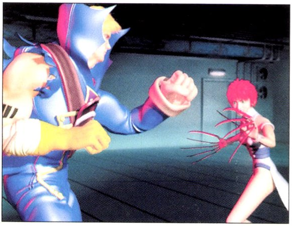




Sagashi Ni Ikouyo

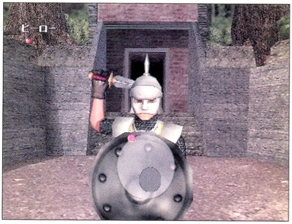
Little is known about this adventure RPG other than the most basic premise ("Sagashi Ni Ikouyo" loosely translates as "Let's search!" or "Let's go find it!") and the fact that it's being published in Japan by **Sony Computer Entertainment**. The game is slated for a **January** release in Japan, but at this point there is no confirmation if or when the game will make its way stateside. Frankly, these shots are really just getting us more excited for the release of Dark Cloud!





DNA ●

Hudson delivers a double helix of cel-shaded character design and familiar-yet-original gameplay in its latest release, **now** available in Japan. But don't be looking for an emphasis in deoxyribonucleic acid in this one, as DNA is actually an acronym for your character, the "Dark Native Apostle." You also happen to have a cybernetic arm that enables you to perform certain abilities once you've collected the proper "bio chips." Look for **Infogrames** to release DNA in the U.S.



Lunatic Dawn Tempest ●

Don't let the title fool you—there's absolutely no correlation between Lunatic Dawn Tempest and the arcade classic sharing its name with the third word of this game. Rather, this is one of those RPGs from **ArtDink** that will likely never see the light of day in America. It stars you as a rambunctious 17-year-old girl set on adventuring your way to gold, glory and other greedy causes. Then the inevitable saving the world business comes into play. Heard this story before?

Bloody Roar 3

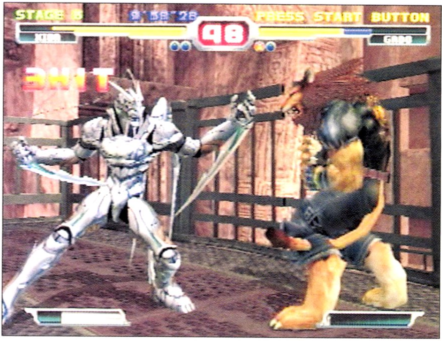
Talk about Animal Planet!

If you've not encountered a Bloody Roar game in the past (and really, who has? They're notoriously overlooked and underrated), allow us to lay down the basic story: Boy meets girl. Boy fights girl. Boy and girl both transform into enormous, slavering were-beasts. Huh?

This innovative concept is a surprisingly competent foundation for a surprisingly competent fighter—at least, the last two have been. Fast action is the order of the day, and this new edition, set to be published by **Interplay** in the **spring**, is expected to be no exception. You'll see speedy transformations—which increase characters' powers and also help to regenerate health—and beastly combos, including even more devastating air attacks. Oh, and the graphics look OK, too...if by "OK" one means "amazing."

37
PLEASE WAIT

STAGE 1
36
PRESS START BUTTON



STAGE 8
AWAITING CHALLENGER
35
YUGO

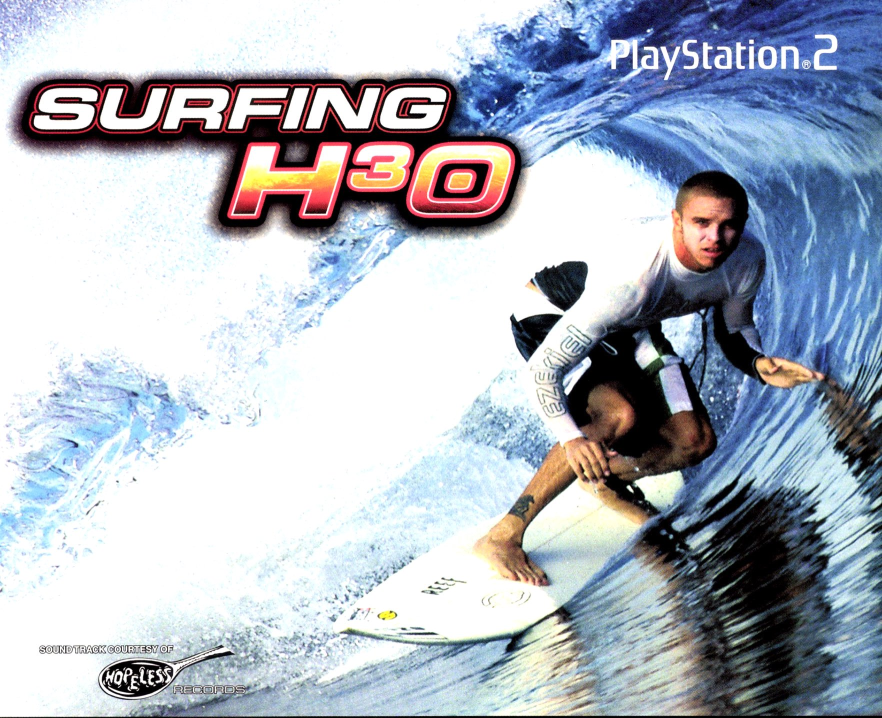
Were-withal

At this point, it appears that the character roster in Bloody Roar 3 is almost identical to that of Bloody Roar 2 (and hence nearly identical to Bloody Roar 1), with the omission of Bakuryu, whose alter ego was a mole. What follows is the lineup so far, with each character's respective animal incarnation in parentheses: Alice (rabbit), Busuzima (lizard), Gado (lion), Jenny (bat), Marvel (leopard), Shen Long (tiger), Stun (insect), Uriko (cat) and Yugo (wolf).

32
AWAITING CHALLENGER

PRESS START BUTTON

PLEASE WAIT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Coming Soon

January

Dance Dance Revolution	Konami	Dancing
Digimon World 2	Bandai	Adventure
DarkStone	Take 2 Interactive	RPG
Ford Racing	Take 2 Interactive	Racing
Goofy's Fun House	NewKidCo	Action
Mega Man X5	Capcom	Action
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	X-Sports
Sesame Street Sports	NewKidCo	Sports
Vanishing Point	Acclaim	Racing

February

Blaster Master: Blasting Again	Sunsoft	Action
Burstrick Wake Boarding	Crave	X-Sports
Disney's Aladdin in Nasira's Revenge	Sony CEA	Action
NASCAR Racers	Hasbro	Racing
NickToons Racing	Hasbro	Racing
Rescue Heroes: Molten Menace	Mattel	Action
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	Adventure
World's Scariest Police Chases	Fox Interactive	Racing

March

Alone in the Dark: The New Nightmare	Infogrames	Adventure
Disney/Pixar's Toy Story Racer	Activision	Racing
Mat Hoffman's Pro BMX	Activision	X-Sports
Point Blank 3	Namco	Shooter
The Simpsons Wrestling	Fox Interactive	Wrestling
Time Crisis: Project Titan	Namco	Shooter
Triple Play 2002	EA Sports	Sports

Future Releases

Arc the Lad Collection	Working Designs	RPG
Backyard Football	Infogrames	Sports
Batman: Gotham Racer	Ubi Soft	Racing
Buffy the Vampire Slayer	Fox Interactive	Adventure
Castlevania: Akumajou Dracula	Konami	Action
Fear Effect 2: Retro Helix	Eidos	Adventure
Fly! 2001	Take 2 Interactive	Action
Inspector Gadget	Ubi Soft	Action
Looney Tunes: Sheep, Dog 'n Wolf	Infogrames	Action
Planet of the Apes	Fox Interactive	Adventure
Roswell Conspiracies	Ubi Soft	Action
Scooby-Doo!	THQ	Action
Syphon Filter 3	Sony CEA	Action
Twisted Metal: Black	Sony CEA	Action
V.I.P.	Ubi Soft	Adventure

World's Scariest Police Chases

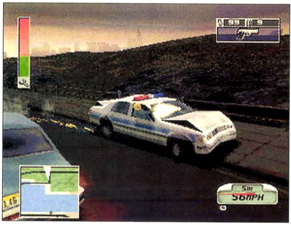
Running shady guys off the road

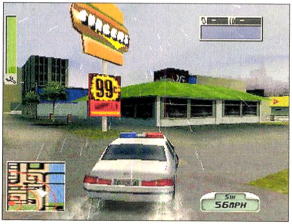
Remember the time you were being chased by the cops down the freeway and that chopper swooped down and flipped your car over? That was awesome. Seriously, if you've ever dreamed of gruesome cops-and-robbers car chases, here's the game that can make your fantasy come true...er, sort of.

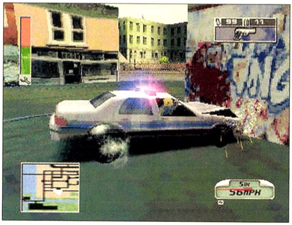
With **Fox Interactive**'s new Police Chases festival, you'll play either officer or bad guy in over 50 story-based missions. You may be asked to search for and apprehend suspects, escort VIPs, or engage in some undercover surveillance. On the other hand, there are 15 assignments in the Bad Boy mode, where you must avoid the law after breaking it.

A cool part of the game is the new OmniPlay technology that allows for two-player cooperative policing in the Crimewave mode. Other multiplayer options include Deathmatch, Race and Chase. Weather effects like rain, fog and lightning storms spice up the adventure by adding environmental risk in the catch-or-be-caught madness, as well.

Commentary by TV series host Sheriff John Bunnell is another nice touch to this **February** release.

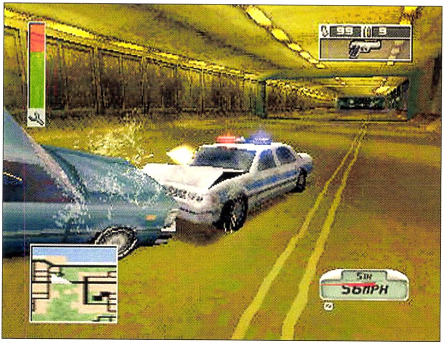






Camera Tricks

How could this game possibly come off like the strangely inviting television show? First off, there's the commentary by show host Sheriff John Bunnell, and second, there's a lot of positives to be said about the camera work. The sweet helicopter-eye view brings you to the sky for a great look at the action. Also, a dashboard-mounted camera view brings you right into the action. All of it together make us reminisce about O.J.'s failed getaway.

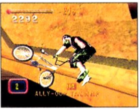


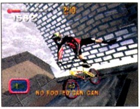
MTV Sports: T.J. Lavin's Ultimate BMX

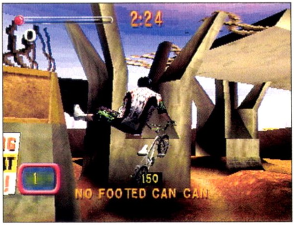
Tunes, tailwhips and pedaling all mixed in one!

With this particular extreme game from **THQ**, you play as T.J. Lavin or one of the cast of merry bikers, like Fuzzy Hall, Chris Doyle, Jamie Bestwick and more. Pedal around through three environments: street, dirt and vert. But who cares about all that, really? What most X fans want to know is how many tricks there are. Is 60 distinct land and air ones enough for you? No? Then consider that you can combo them together. Do a little multiplication and carry the one, and you'll discover that the amount of tricks soars into the thousands. There are tailships, Indian airs, 720s, seat grabs... the whole list of them. Not to mention that each biker has his own signature moves.

To regulate the ability to rip off sick tricks without pause, a "Power Meter" regulates how much you can do. Land a couple of simple tricks and you'll be able to feast on a big ramp and cause some serious madness. Check out the vert ramps this **spring**.

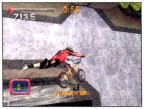


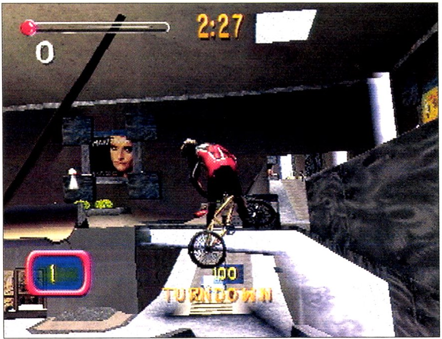




Tune In

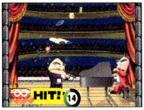
With any rip-roaring MTV-sponsored game, you're going to end up with, at the very least, some great tunes. On this soundtrack you'll find POD, Kottonmouth Kings, SR-71, Ghoulspoon, Millencollin, Hotwire, Frenzal Rhomb, UXB, 187 and Unwritten Law. Though we haven't heard of all these guys yet, if Lavin lives up to the standard other extreme games have set, we'll be happy to listen in.

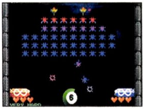




Point Blank 3

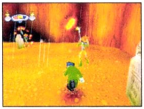
The zany, madcap fever of Point Blank is reaching new heights in the third installment of **Namco**'s crazy shooting carnival. Like its predecessor, PB3 is Guncon-compatible—the first light-gun game since the last PB. Join forces with Dr. Don and Dr. Dan once again in five different types of game modes, which reach out over 80 new wild games. Probably the coolest feature is that eight people can strap into this wacky adventure. Look for all the shoot-'em-up action in **March**.

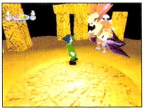


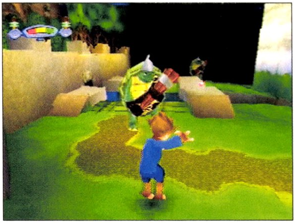


Monster Force

Odds are, at some point in your life you've wondered the eternal question: "What were Dracula, Frankenstein and the Wolf Man like when they were kids?" Well, wonder no more! Thanks to **Konami** and **Universal**, this **March** you can take control of all three of these tiny terrors as they take on an evil witch. Complete with an anime-inspired look, Monster Force's gameplay involves plenty of puzzle solving, as well as special attacks to use against the forces of evil.

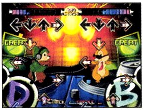


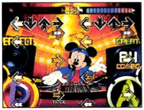




Dance Dance Rev.: Disney's Rave

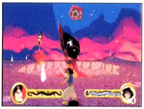
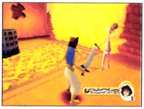
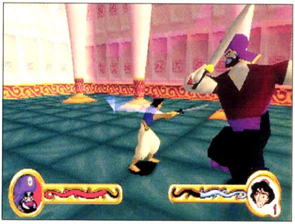
For **Konami**'s latest Japanese Dance Dance Revolution title, the company has teamed with **Disney Interactive** to combine the gameplay of DDR with remixed versions of a handful of Disney songs, including "It's a Small World" and "Supercalifragilisticexpialidocious," plus oldies like "Surfin' USA" and "Twist Again." The new Dance Magic mode allows you to battle a friend or the computer to see who's the best dancer by filling up an attack meter that toughens matters for your opponent.





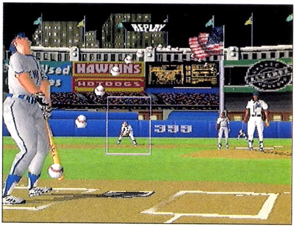
Disney's Aladdin: Nasira's Revenge

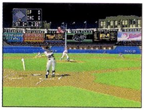
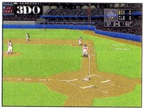
No, we've never heard of Nasira either, but as the evil sister of Jafar, we can see why she's out to get Aladdin. After all, that street rat has foiled the power-hungry sorcerer more than once, ultimately responsible for his death (more than once). In this **February** release, **SCEA** invites you to take control of Aladdin, Jasmine and Abu in their quest to halt Nasira's vile plan through nine stages of Arabian action. Also included are Genie, Sultan, Iago and—believe it or not—good ol' Jafar.

Sammy Sosa High Heat Baseball 2002

Many a gamer dismissed last season's High Heat because of the difficult-to-swallow graphics. This season, it's a whole new visual ball game for **3DO**'s baseball enterprise, due in **April**. Now new uniform textures, player models and overhauled stadiums give HH2002 a brighter life while bringing it up to vid-baseball par. Check back next month for all the other goodies in this version of America's pastime.

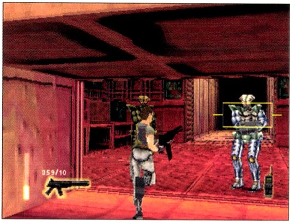


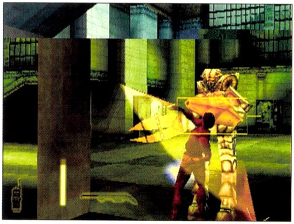



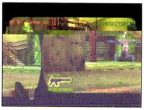
C-12

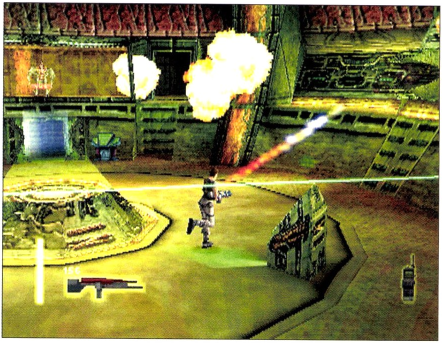
PS one power!

We still don't have an official date on this great-looking 3D alien-invasion-based action game created by **Sony**'s **Cambridge Studios** (the developer of the MediEvil series), but we suspect it to ship this **spring**. In the meantime, feast your eyes upon these fantastic screenshots. It's nice to see such a cool project waiting in the wings for the PS one.









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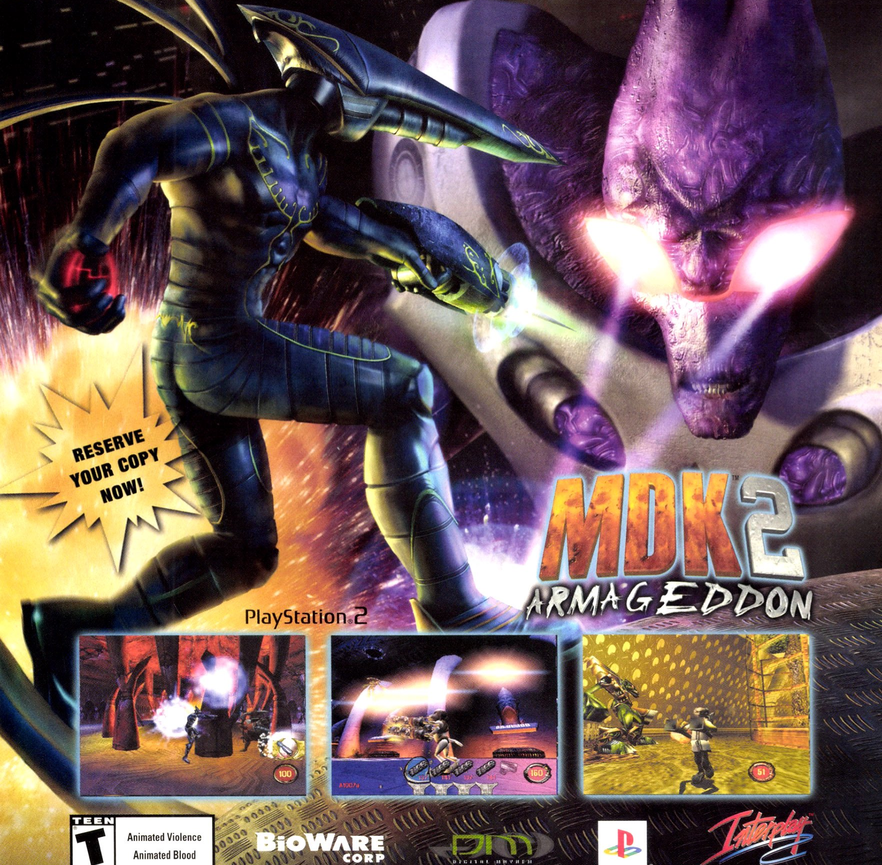

TEEN
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CONTENT RATED BY ESRB

Animated Violence
Animated Blood

BioWARE CORP

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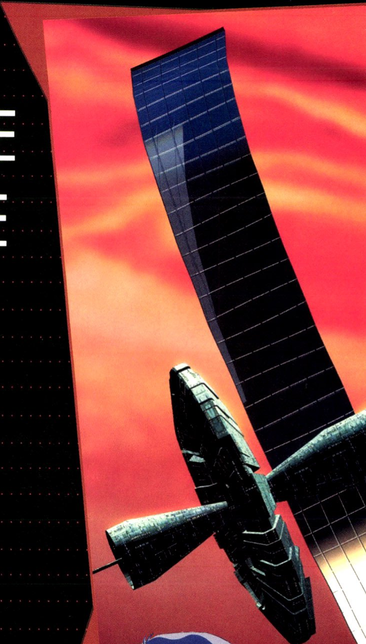


BATTLE AT THE EDGE OF THE UNIVERSE

by Sam Kennedy

As you emerge over the crest of a chain of skyscrapers and look down over the expansive futuristic urban setting, you're immediately taken by surprise by the military droids waiting for you on the other side. Intent on quickly putting an end to you, they begin to throw massive doses of firepower your way. You dodge to the left, evading a spread of laser fire, then boost to the sky, quickly zooming over a giant swarm of rockets. Simultaneously, you're able to fire your own series of laser blasts back at your adversaries. Stray fire causes buildings to crumble all around you, causing explosions and electric blasts that set the night sky ablaze with color. Below, cars swerve to avoid the debris, some not quite making it. You can tell because you can hear the screams. Almost instinctively, you swoop down and place yourself in front of the remaining structures, and battle the droids sword to sword, so as to eliminate reckless fire. You dodge one blade as you grab an enemy and toss him into his partner. You blast another foe with your secondary cannon. And then you fittingly take out the final droid with a massively charged ball of electricity.

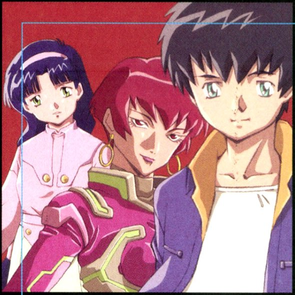
What's surprising about this whole undertaking is that through it all, you never once think about controlling your mechanized suit. You don't have to. No, not because the AI handles it for you. And no, not because it's a CG cutscene. You are actually controlling your mech—you are actually pulling off all these incredible attacks and acrobatic feats—but never once do you have to think about it. Never once do you realize that you're actually controlling every move of the key to the survival of mankind.

continued on page 79

MONTAGE OF JUPITER AND THE GALILEAN SATELLITE EUROPA NASA ID P-21631C

MGS2 DEMO

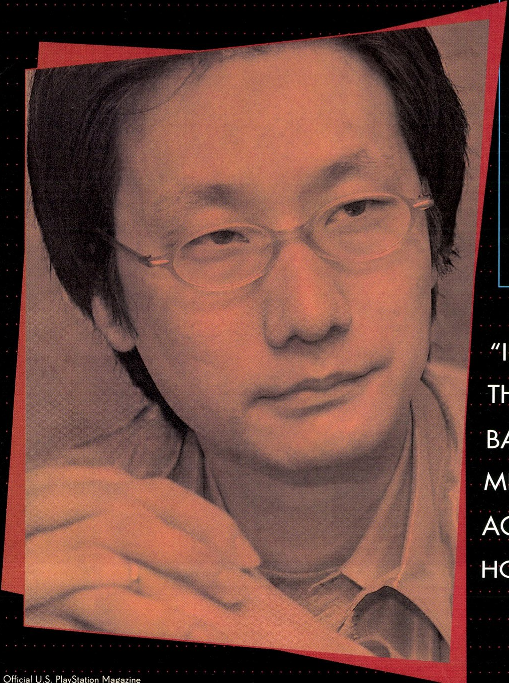
As Clish mentioned last month, Konami decided not to package the MGS2 demo in with Z.O.E. in the States. Thankfully, the company has opted to still offer the MGS2 DVD to buyers of Z.O.E., but in order to take advantage of the offer, one must pre-purchase it from select retailers.



RELATIONSHIPS DO MATTER

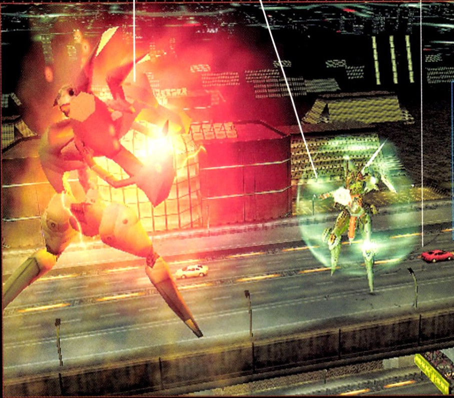
Z.O.E.'s story revolves around three central characters, Leo Stenbuck (right), Viola (center) and Celvice Klein (left). Leo, whom you control, is a youth who has difficulties getting along with others. Viola plays the part of the main antagonist, as she is an adjunct battery officer for the Bahram army. And lastly, Celvice is a girl who volunteers her time at a church and looks after orphaned children. The loss of both her parents during their emigration to Antilia has left her alone in the world. "She can be thought of as the compassionate character," producer Ken Ogasawara informs. "She will be with Leo throughout most of the story." Which does bring up the question of whether some sort of love interest could develop between the two.

Another relationship that isn't yet so clear is the one that develops between Leo and the Jehuty's (the mech suit) ADA artificial intelligence. "Leo and the AI develop together and the AI adapts and evolves as their relationship develops," Ogasawara explains. "Ultimately, how the AI develops will depend upon Leo and his actions."



"IF YOU LOOK AT THE DESIGN AND BACKGROUND OF THE MECHS, I THINK YOU'LL AGREE THAT THEY ARE HOLLYWOOD-CALIBER.

–HIDEO KOJIMA



The Battle Begins
Enemies can throw firepower at you that can set the entire screen ablaze with color

Wear Protection
Jehuty can withstand enemy attacks by formulating a forcefield around itself

It's all in the little details
While attacking from high in the sky, watch as little cars pass below

continued from page 76

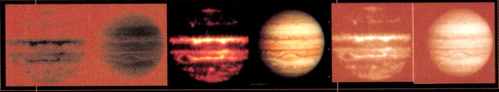
It's not often that you pick up a controller to play a game and realize that it just feels utterly perfect in your hands. Where every slight move you make is faultlessly represented on screen. Where every motion feels so smooth that you never have to think twice about the buttons you press. Where, essentially, that controller becomes a natural extension of your being. But, rare as they may be, such games do exist, and every once in a while we will stumble across such a gem. And Konami's new robot animation game Zone of the Enders is definitely one of them. The second you pick up the controller to play, you know it just feels right. You know that it's something truly fresh, original and incredible.

"We wanted to emulate the way a mech moves about in Japanese anime films," director and scenario writer Noriaki Okamura tells us. "Don't you think it's cool to see that the mechs in Gundam can be controlled by two sticks? That's what I wanted to do. It was a challenge for us, but we wanted to make everything flow smoothly, just like in the movies." And that, without a doubt, Okamura and his team accomplished. Flying around is as simple as moving the left analog stick in the direction you want to go. Leveraging your mech up in the air is as elementary as pressing one button, and to bring it back down is as easy as pressing another. To attack, you simply press the action button, and depending on whether you're close or far away you will deliver short or distant range assaults (sword for short, projectiles for far). And then you've also got special weapon attacks just another button away, with boosts and shields a click away on your shoulder buttons. Not to mention that certain combinations of buttons can produce different results. It may sound a little complicated, but the magic of it all is that it never gets confusing. You never feel overwhelmed, and you certainly never think about what you're doing. There's no time to. You boost right, swing to the left, dodge below, and don't even catch a breath—you can only focus on what's ahead.

THE BEGINNING

The Z.O.E. project actually began more than two years ago. Members of Hideo Kojima's Metal Gear Solid team split off to start a new game, in a new genre. The assembled team originally toyed around with a title that would make use of magic and spells, which ultimately went nowhere. Kojima then asked Okamura about what sort of game he would do if given the chance. Okamura jumped at the opportunity. "I always wanted to develop a game that features robots," he explains, chuckling to himself. A big fan of robot anime series, Okamura went on, "You can't make these games unless you're really into them. Fortunately, we had a lot of people on staff with anime background, such as Mr. Nishimura, character designer for Gundam X, so we were able to go ahead with the project." But in the early days of development, it wasn't even decided that the game would end up on the PS2. "We didn't specify any console, although we knew we wanted this on a next-generation platform," Okamura explains. "We wanted to develop a game that simply could not be done on a PlayStation, and I don't just mean graphically. I mean in terms of the whole experience." And with that in mind, Okamura began to create his Space Odyssey.

INFRARED AND VISIBLE IMAGES OF JUPITER. NASA ID P-20957C



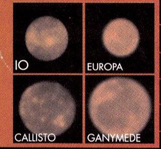
Z.O.E.

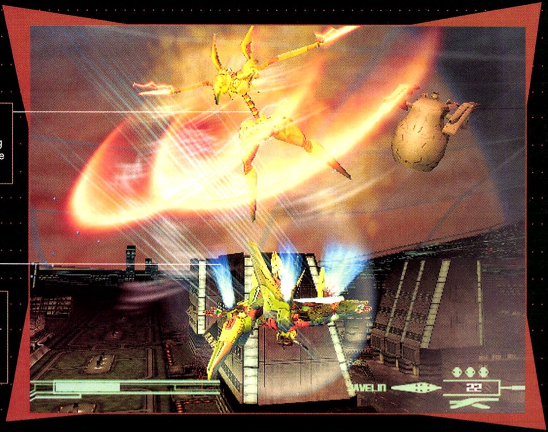
Go For the Leader
A strategic tactic in Z.O.E. is to take out the leader first, causing the other enemies not to operate as well

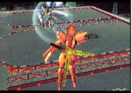
A Little Boost
Boosters allow you to zoom around the screen and can also give extra power to weapons when used in conjunction with each other

RPG Elements
You stroll upon battles just as you would in an RPG—as soon as the enemy is encountered, the game switches to a battle mode

MONTAGE OF GALILEAN SATELLITES







Make Some Noise
It's easy to lay waste to just about anything in the game. Watch the fire spew forth as each building gets blown to bits

THE STORY

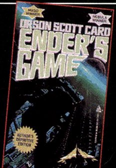
It is the 22nd century, and giant leaps forward in orbital transport and the discovery of the potent fuel-like substance Metatron have resulted in the human race's rapid colonization of Mars. A United Nations Space Force (UNSF) has been created and there are now 16 counties on Mars, each governed by its respective Earth country. However, on Mars there is little sign of prejudice and racial conflict. In fact, the counties of Mars have worked together to build a strong sense of camaraderie and community, which directly relates to a low sense of national affiliation with their homelands on Earth—that, and the thousands of miles of space in between the two planets. Many inhabitants begin to push for Martian Independence. One group in particular, located in Vascilia County, holds the most vehement anti-Earth ideologies and maintains its own independent military. Vascilia County has also conducted research into developing a weapon to use against Earth called an Orbital Frame.

Take a moment and let's transport to another area of the solar system—the next planet out, to be more precise. A colony called Antilia has been constructed on the Jupiter moon Europa L5 as a support base for the excavation of Jupiter's resources, which include Metatron. It is the most remote of all civilian outposts and is home to over 100,000 laborers. It is also where the Orbital Frame research and development was continued after conflicts on Mars. However, the UNSF has forcibly occupied the area over concerns arising from the Orbital Frame—and in order to secure the Metatron resources. Unfortunately, the Vascilia army knows of this. And shortly after, it begins an attack on the colony. Within hours Antilia is set ablaze with warfare.

During this same time, Leo Stenbuck is walking with his friends. He calls them friends, although he doesn't always feel as though they're exactly that friendly to him. Thanks to his shy nature, Leo often accepted much ridicule from the bunch. Suddenly, in a flash of explosions all around him, Leo's friends are killed by the Vascilia army. He runs and is haunted by what just happened. But not only because his friends just died and he couldn't help them. Rather, because right before they were killed, some part of him happened to be thinking about what things might be like if they weren't around anymore. As he runs, he suddenly stumbles upon the conflict of the war, the Orbital Frame, called Jehuty. The key to civilization's existence, Jehuty is a war machine that can be controlled by a human inside it. Leo enters.

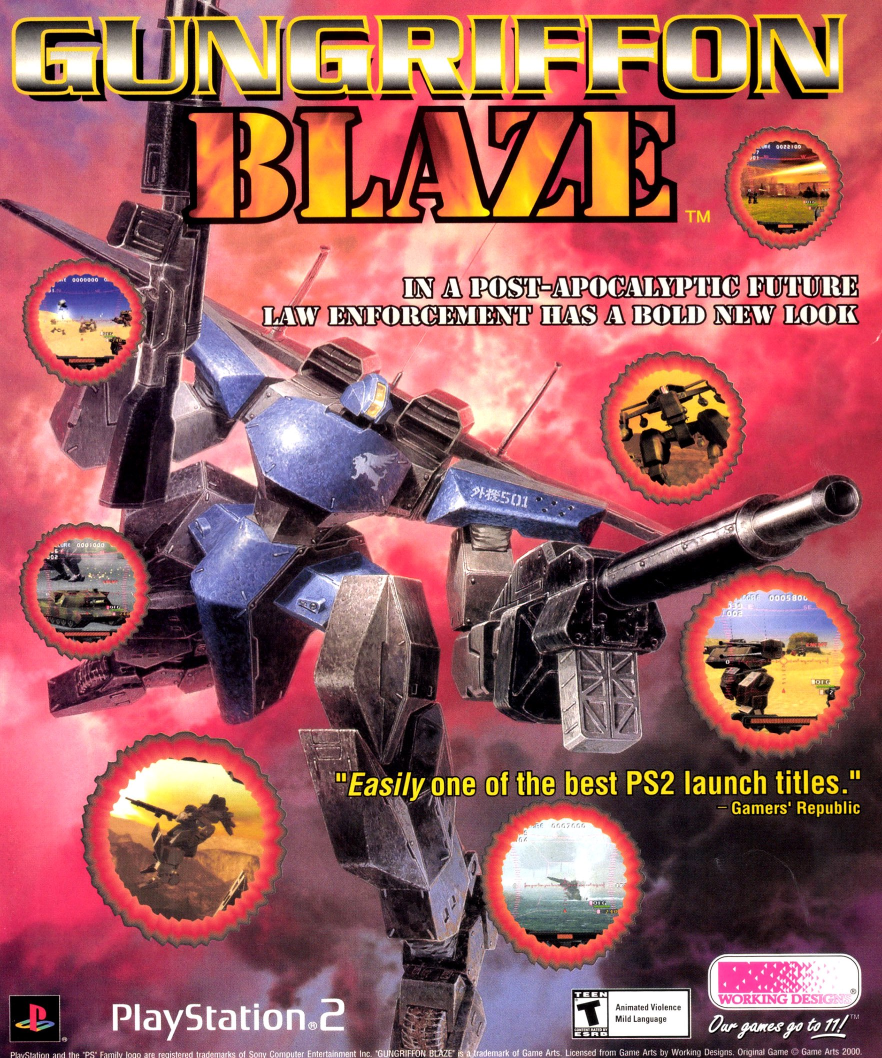
ENDER'S GAME REDUX

Besides the use of the word Ender, Zone of the Enders shares more than a few similarities with regular *OPM* contributor Orson Scott Card's critically acclaimed sci-fi novel Ender's Game. As in Z.O.E., the novel stars a young boy. However, his main objective is to save the Earth from aliens, unlike in Z.O.E. where you must save your colony from a fanatical military regime. "Let's just say that I am aware of the novel," said Okamura, laughing. "It's a masterpiece and I enjoyed it very much."



FLASH BACK

Before Metal Gear Solid, Okamura and Kojima collaborated on such popular (in Japan at least) projects as Policenauts and Snatcher. Although there's been many a petition for Konami to bring Policenauts to the U.S., the company recently told us it "simply won't happen."



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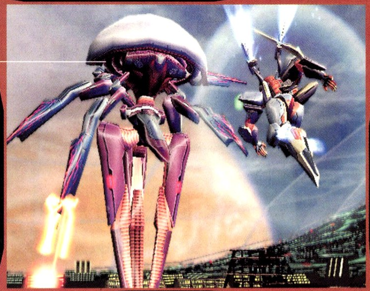
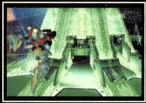
Z.O.E. TV
An anime TV show based on the Z.O.E. universe will be launching this spring in Japan

Woah Momma
Some of the bosses can be literally 10 times your size. The one pictured to the right is actually considered small!





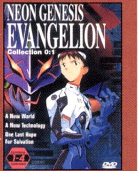
THE BEGINNING

Japanese people never lose their affinity toward robots. It's basically an obsession that ranges from children to adults. Sony's robot dog Aibo, or even the Humanoid Robot from Honda, are all a result of our affection.

If you are familiar with Japanese animation, you know what I'm talking about. Japan's first anime TV series featured a robot as the main character. It was "Astro Boy" back in 1963. (The show was created by Osamu Tezuka, often referred to as Japan's Walt Disney). Since then, we've seen numerous kinds of robots on TV.

Generally, the stories featured in the TV shows are typical ones: The good robot fights against the evil force and saves the earth. Most often, the good robot will be controlled by a young male, or even a small boy. In some shows, the protagonist literally rides the robot and controls it. And in others, he will command his robot via a cool wristwatch or other sort of remote device. In fact, some of you may be surprised to hear that there was even a Japanese version of Spider-Man that featured a giant robot. Yes folks, even good old Spidey had his own giant robot to control.

In most cases, the robots in these shows will transform into other forms in order to perform such tasks as reaching the sky or searching the deep sea. I remember one anime show featured a robot that was made up of 15 small robots that would dock and then create this massive one. It was a silly idea, but somehow it works for the kids. After all, all these cool little gizmos are great for getting kids to buy all of the show's merchandise.



But in terms of story, a lot was changed in the '80s. The first prominent show to do this was *Gundam*. It was an epoch in robot animation history. The show featured a story about a boy who happened to be involved in a war. And it was also about man's future. The robots were still robots, but the show gave them a new name: Mobile Suits. And it made them just that bit more realistic. Gundam started the whole train of robot anime in Japan, and it still remains popular today.

In more recent years, however, an anime show called Neon Genesis Evangelion has also made a big splash among the Japanese anime culture. Aside from featuring a story more in tune with the lives of people today, the show also featured a new look for the robots. Because of the show's originality, it immediately inspired lots of other anime series and video games.

But when you think about robots and video games, it's not always such good amalgamation. Mech shooters like Armored Core and Virtual On never became as popular as other anime-based games, most likely due to their complicated controls. And unfortunately, most video games featuring robots based on anime franchises aren't very good. But with its great gameplay, Z.O.E. could spark a new revolution in mech robot games in Japan. Especially when you take into account that it will have its own anime series next year.

—OPM's Man in Japan, Yutaka Ohbuchi

An intriguing and emotional story from Okamura should come as no surprise to those familiar with his previous works. Although he acted as a programmer on games such as MGS and Policenauts (his first project at Konami), he's well known for having written the stories and scenarios for the highly successful (Japan only) *TokiMemo* drama series. "I've enjoyed writing for a long time," Okamura explains. "During the development of Policenauts, I felt that making games based around the writing of someone who doesn't really know games isn't all that great. So I gave it a shot with the first *TokiMemo* drama title under the consultation of a professional writer." His work on the *TokiMemo* drama series earned him the title of "game scenario writer who loves to make you cry" in Japan. As for whether or not Z.O.E. could make an American gamer cry, he responds, "To be honest, since I don't know English I can't be sure. But I did attend the English voice dub sessions and I could definitely feel the heat from the actors. They all responded very well to the material, so I think it should go over well with U.S. gamers. I really don't know if you could cry, but I'm sure you'll at least feel the emotion." But with that said, Okamura is quick to point out that he doesn't want gamers to think they will be inundated with story when they play Z.O.E. "You need a good story to motivate gamers to play, but too much is too much," Okamura comments. "This is a video game after all."

> I AM THE WRITER AND I HAVE SOMETHING TO TELL THROUGH THIS GAME.
>
> –NORIAKI OKAMURA

MORALITY

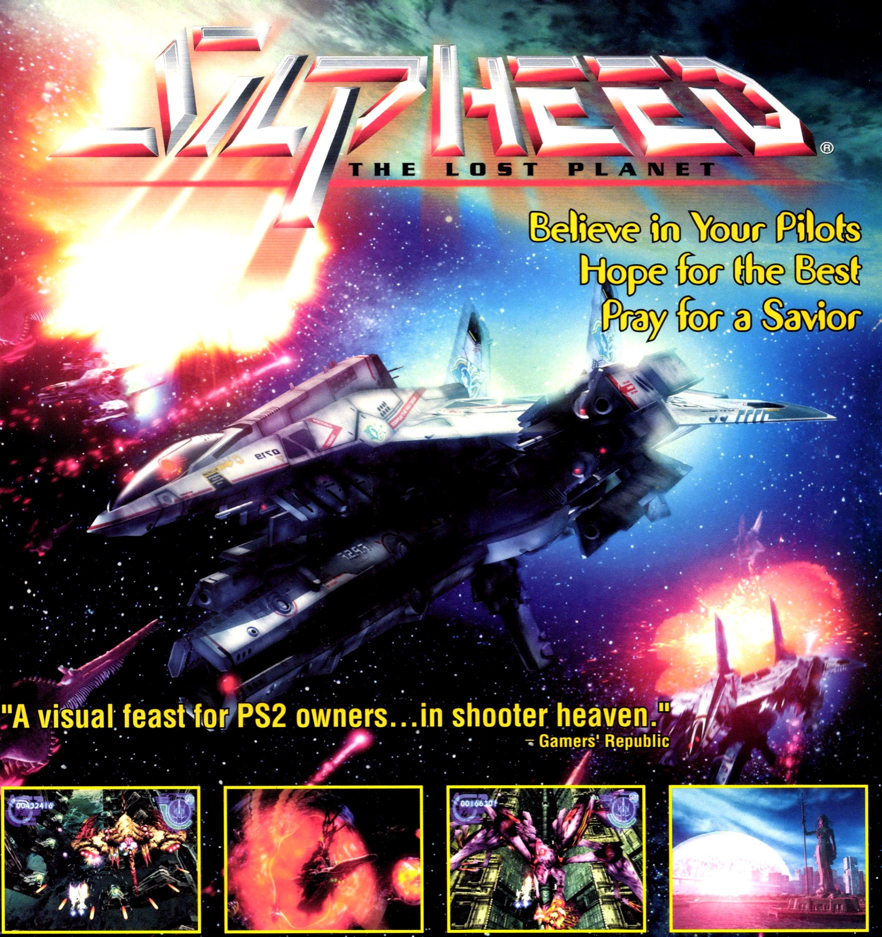
One of the main themes of Z.O.E. is that of human morality, a realm few games ever delve into. Throughout the game you will be faced with decisions that will affect your relationships with others, including Jehuty's AI. "The morals go back to the main theme of the game, which is Life and Death, and each character's perspective on it," explains producer Ken Ogasawara. "Each character has a different background which gives him/her a different take on it. For example, Leo sees other kids die in front of him, and it leaves him feeling guilty about his inaction to save them. Viola has lived in battle and has a

GO FOR TWO

Z.O.E. also features its own two-player battle mode. "It can be described as a fighting game like Psychic Force," says Okamura. "We thought about trying split-screen, but after considering the controls, we decided to go for the side-view perspective."

THE WOW FACTOR

Z.O.E.'s graphics are stunning. The attention to detail is mindblowing. Scrape the bottom of your mech along a building and sparks will fly with a trail of ash following. Look down to the city streets and see moving cars and streetlights. Just as incredible is that everything can be destroyed, spewing lights and fire everywhere. It's shocking. "We had to make this thing look as good as possible," says Okamura. "It was really hard to pull everything off. During the development we spent most of the time making PS2-quality 3D models and motions, which was such a time-consuming process. I'd tell our guys to make one enemy character and it would take two months! But he enthusiastically goes on to state that this is just the beginning. "I know that we didn't use all the PS2's capability yet. Next year you'll see some truly amazing games for the PS2."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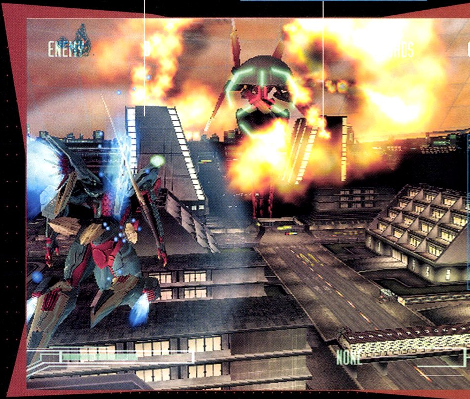


Now You're Thinking
One strategy to cut down the destruction of buildings is to draw the fire of enemies elsewhere

In the Line of Fire
The game counts civilian casualties and building destruction, which can alter the outcome of your adventure

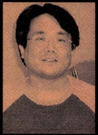
death wish. So her take on it is different. Jehuty's AI has no morality on death or life since her main objective is to be efficient in battle." Okamura then chimes in with an explanation of how the game even tests the player's morals. "You need rules to the game. In this game, one of the major aspects is saving people. This is the rule. The player knows what he should be doing next, where he needs to go in order to advance the game. But when he sees fire on the ground, what will he do?" Okamura laughs as he poses the question. "Or take for example this more extreme situation. Your health is low and you know where you need to go in order to regain it. But you see fire and hear the screams of people below. If you go to regain your health first, they will surely die. This is a hero's dilemma," he jokes. "It's sort of an experiment for me."

THE KOJIMA TOUCH

Although Z.O.E. isn't slated to release until the end of March in the U.S., the game is essentially already complete. "Right now we are tweaking things for finalization," Okamura points out. But this extra time is all part of the Kojima studio's constant struggle for perfection. Both the MGS2 and Z.O.E. teams are working overtime to get their respective games ready for this year. Oddly enough, the two don't cooperate with each other as would be assumed. "The development of Z.O.E. and MGS2 began around the same time, so we originally talked about cooperating with our development—we intended to use some elements from MGS2," Okamura says. "But we didn't. The two are just very different games, so we needed separate materials only for Z.O.E." Kojima agrees, but he informs Japanese magazine *Dengeki PlayStation* of one element shared: "At least in both, you battle with style!"

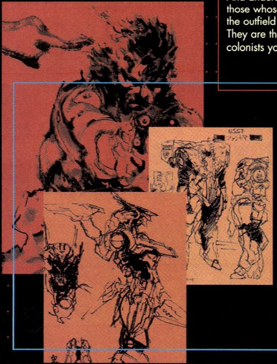
It's been a long two years for Okamura and his staff of around 30, but their robot animation game is almost complete. Interestingly, it would seem as though he'd be excited to work on more with Z.O.E. We ask if he'd like to continue the Z.O.E. story in another game. "Well, the end of Z.O.E. definitely piques your curiosity as to what could happen afterward," he admits. "And yes, I would love to do a sequel. But I don't think about it at all at this point. Right now, I'm only thinking about finishing the game."

OKAMURA'S VISION

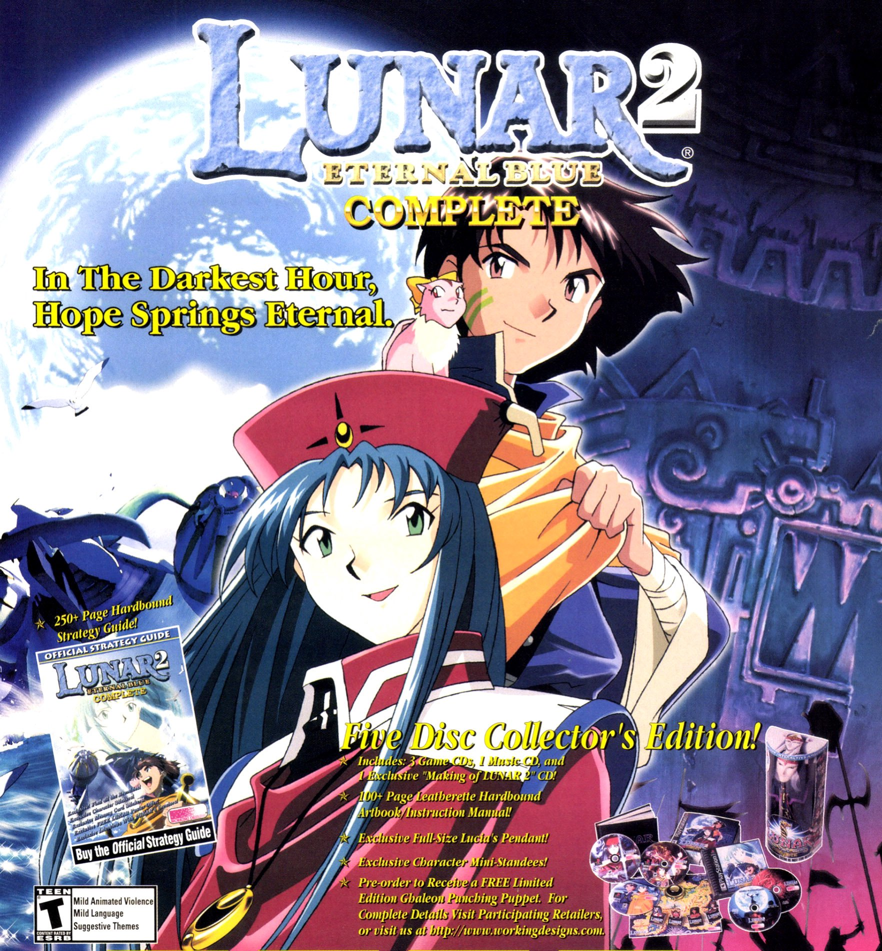


"Zoe means 'life' in Greece. The game deals with life as a theme, so that's why I chose Z.O.E. And Enders stands for those whose lives are in the outfield of the game. They are the space colonists you can save."

ART OF MGS AND Z.O.E.



Yoji Shinkawa, known for his work as character and mechanical designer of Metal Gear Solid, has created all of Z.O.E.'s mechanical designs. Many of his designs, such as Jehuty, find their roots in his school-day sketchbooks. Shinkawa states that his favorite medium for doing his designs is with a paint brush, and then he scans his illustrations onto his computer. Also, the character designer of Z.O.E. is Nobuyoshi Nishimura, known for his work on the anime series *Gundam* and *PATLABOR*.



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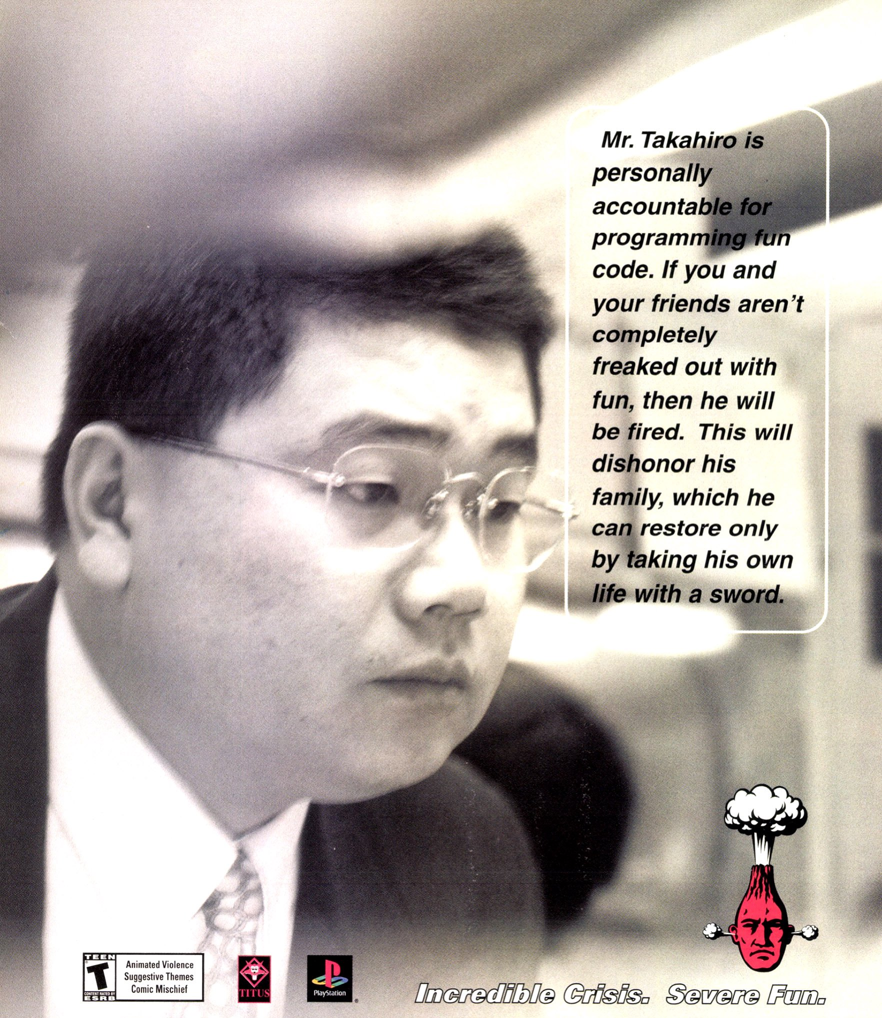

Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.

TEEN
T
CONTENT RATED BY
ESRB
Animated Violence
Suggestive Themes
Comic Mischief
TITUS
PlayStation
Incredible Crisis. Severe Fun.

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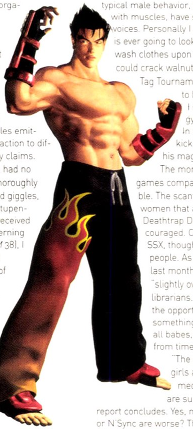
THE FINAL SCORE

●●●●● We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

• *Greg Sewart, editor at* Electronic Gaming Monthly, *helped us out this month with Tomb Raider: Chronicles. Really, Greg, we have to stop meeting like this.* •

Be Whatever You Want



This month, I was notified of yet another report that shows video games in a bad light. What's this one claiming? That games show females in an unhealthy light and that generally they provide unhealthy messages for kids. According to research produced by Children Now, an Oakland, Calif.-based child-advocacy organization, "38 percent of female game characters had large breasts and 46 percent had unusually small waists." Also, the group found that "54 percent of the female characters were depicted as fighting or being violent, while many also exhibited stereotypical female behavior and characteristics." What constitutes stereotypical female behavior? "In certain games the females emitted a high-pitched giggle or sigh in reaction to different actions by the player," the study claims. "Their male counterparts, in contrast, had no such response." I may be chastised thoroughly for this, but regarding the high-pitched giggles, I should hope not! Judging from the stupendously bigoted responses that we've received from a large number of readers concerning our lesbian couple of the month (*OPM* 38), I don't think the general public is quite ready for anything that steps outside of the stereotypical.

Lara Croft is often cited as a positive female role model, but now it seems her boobs are too big. I've never been around a woman who's been kicked in the stomach like, say, Nina Williams—but I'd hazard a guess that the noise emitted would sound like it came from a girl. Check out the pictures of Mia St. John in Spin this month. She has a very small waist and clearly isn't lacking when it comes to the contents of her shirt. I'd also hazard a guess that when she gets punched (which she does for a living) she makes a noise like a girl. She could kick my ass from here to China, though.

The results from the study that I was provided with didn't supply any information about how males are portrayed. I'd hazard a guess that their findings would show that the majority of male game characters exhibit stereotypical male behavior, that the characters are bulging with muscles, have square jaws and deep masculine voices. Personally I do not have a "six pack." No one is ever going to look at my abs and claim you could wash clothes upon them. I do not have an ass that could crack walnuts. My favorite character in Tekken Tag Tournament is Jin Kazama, whom, it has to be said, I look nothing like. Even if I spent the next five years in the gym, I still wouldn't look like him. In the game, though, together we kick ass...my brains and dexterity and his magnificent delts.

The more outrageous designs that some games companies come up with are despicable. The scantily clad, impossibly proportioned women that appeared in atrocities like Deathtrap Dungeon should be actively discouraged. Characters like those in Tekken or SSX, though, are powerful and attractive people. As Zoe Flower said in her editorial last month, people don't want to play as "slightly overweight divorced renegade librarians." Escapism should be just that—the opportunity to escape into the world of something "more" than real life. We're not all babes, but being able to play as one from time to time can be cool.

"The unhealthy messages that both girls and boys absorb from these new media impact the way they think girls are supposed to look and act," the report concludes. Yes, maybe. But surely Britney Spears or N'Sync are worse? The pressure to look like someone else is huge for high school kids. At least in video games they can, for a while, "be" whatever they want to be.

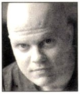
John Davison
Editor In Chief

MEET THE CRITICS

JOHN DAVISON

The office was rocking this month to the sound of John's guitar stylings in the *OPM* renditions of "Sam Kennedy" (sung to Bon Jovi's "Bad Medicine") and Poison's "Talk Dirty To Me." The '80s live on.

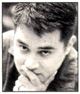
FAVORITE GENRES: Driving, Action, Adventure
CURRENT FAVORITES: Rayman 2, Z.O.E., Shadow of Destiny
CAN'T WAIT FOR: Silent Hill 2
amihotornot.com rating 9.6



JOE RYBICKI

Winter swept in this month and dumped about two feet of snow on Chicago. Joe took it as a chance to practice his Type-S power-sliding in the parking lot. Really, Officer, it's driving practice!

FAVORITE GENRES: Adventure, RPG, Puzzle
CURRENT FAVORITES: Ring of Red, Shadow of Destiny
CAN'T WAIT FOR: Silent Hill 2
amihotornot.com rating 6.5



GARY STEINMAN

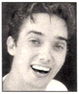
Apparently, the ladies like a gent who's sniffing his finger, as Gary scored a very respectable 8.0, despite having one of the most pretentious poses to ever grace the pages of a video game mag.

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Rayman 2, Persona 2, Monster Rancher Hop
CAN'T WAIT FOR: Z.O.E.
amihotornot.com rating 8.0

CHRIS BAKER

Should Chris change his nickname from the classic "C-Bake" to the more modern "c.bake"? Write chris_baker@ziffdavis.com and let your voice be heard...or just let him know that you could care less.

FAVORITE GENRES: Action, RPG, Adventure, Sports, Strategy
CURRENT FAVORITES: EA Sports Supercross, Champ. MX 2001
CAN'T WAIT FOR: Castlevania
amihotornot.com rating 8.3



TODD ZUNIGA

Today Todd misses his puppy, who hasn't been his puppy for a long time. But still, he goes on missing her. Her name was Fluffy and she was beautiful. A poodle. Please don't read this tomorrow, or Todd will continue to miss Fluffy, his poodle.

FAVORITE GENRES: Sports
CURRENT FAVORITES: THPS2, SmackDown! 2, SSX, FIFA 2001
CAN'T WAIT FOR: High Heat 2002
amihotornot.com rating 7.5

SAM KENNEDY

This month Sam started seeing this girl who, although she isn't really into games, happens to share the same all-time favorite game as him: Contra for the NES. Could this be true love?

FAVORITE GENRES: Shooter, Action, RPG
CURRENT FAVORITES: Z.O.E., Alien Trilogy, Castlevania: SOTN
CAN'T WAIT FOR: Akumajou Dracu
amihotornot.com rating 6.6

ESPN Snowboarding

ESPN Snowboarding

ESPN Winter X Games Snowboarding

Publisher Konami
Developer Konami
Web Site www.konami.com

You know when you're, like, playing a game and you're trying to have fun because it's real pretty to look at and you scream and cuss because it's, like, impossible? You *do*?! That might mean you've recently played ESPN's new snowboarding game.

If not, let me say that it's upsetting this game isn't more fun right out of the box. It features **eye-popping character models** (though real-time backgrounds would've been nice) and enough depth to float the Titanic. Sadly, it has iceberg-like gameplay to sink it.

I want a snowboarding game like Othello (not the Shakespeare play, though a Shakespearian snowboarding game might hold my interest): a minute to learn, a lifetime to master. This X Game doesn't adhere to that.

I'm used to getting incrementally better at any trick-based game, but with this it's impossible. **The trick set is limited**, and doing more daring tricks rarely offers up decent points. I'm flipping backflip after backflip and it's not worth as much as a lame grab combo.

The game's presentation is a strong point. But it might wear you out. You're forced to see lots of things that would be nice to tap X to avoid; after menu upon menu you'll be tired by the time you get to play.

This game is for the most patient and calm people on earth. Enjoy.

Final Score ●●●

Todd Zuniga

Players: 1-2 players
Memory Card: 457 kb

F1 2001

F1 2001

F1 Championship Season 2000

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

I'll get the obvious out of the way right up front before jumping head-first into dealing with my issues with this game. Take a look at the screenshots. Don't they look lovely? As you'd expect, this is the best-looking F1 game ever. It also sounds absolutely fabulous, and has a plethora of truly magnificent touches in the presentation department.

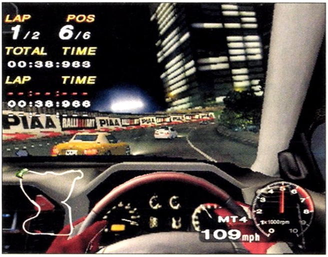
OK, slavering over. Now, **can someone please tell me why the AI drivers behave like such imbeciles?** Play the game on pretty much anything except the hardest difficulty level and they display ludicrous tendencies. Take, for example, my experience on the first turn of the Belgian Grand Prix. The entire pack piled into the first tight bend...and then *stopped* for no reason. Gridlock? In F1? Did I just boot up a US101-on-a-Friday-afternoon simulator by mistake?

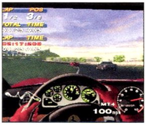
Race really hard and pull into the top three and you'll see that even the stragglers are behaving like they're still going for gold. You can lap a guy and he'll still treat you like his mortal enemy. And there's no apparent team play, either. While playing as Johnny Herbert, my "buddy" Eddie Irvine clipped me and sent me spinning several times. It's all just madness, I tell you. Ultimately, I have to say that **the PS one version of the game I reviewed last month is actually much, much better**. What a shame.

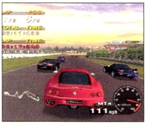
Final Score ●●◖

John Davison

Players: 1-4
Memory Card: 156 KB







Driving Emotion Type-S

Just don't ask *which* emotion

Publisher Square EA
Developer Squaresoft
Web Site www.squaresoft.com

I know some of you are going to look at that two-and-a-half-disc score and cringe. I know you've been looking forward as much as I have to the first GT-style racing game. I know you saw those gorgeous screenshots and prayed that the gameplay would be brought up to a similar level of excellence for the U.S. version. Sadly, this isn't the case.

But don't pull out the *hara kiri* knife just yet; Type-S does have some good qualities, and **if you have the skill and patience to plumb the depths of this racer, you may be pleasantly surprised**.

See, the problem is this: At the beginning of the game, Type-S is a living hell. Seriously. Hell on Earth. It's not just that the controls are set up in such a way that **it's nearly impossible to avoid lethal oversteer**; the designers also had to make the opponent cars insanely skilled. You'll find guys deliberately trying to muscle you off the road (and, to be fair, occasionally doing the same to each other—which is actually really neat), and it seems impossible to win a race.

It's enough to make any first-time player throw down the controller in frustration. But two things save Type-S from disc-smashing fury. First of all, the controller settings can be adjusted to make steering a lot more sensible; simply narrow the "dead zone" in the center position of the analog stick and the game begins to handle like a sensible racer. The other thing takes a bit more time. If you can win one race—just one—you'll be rewarded with a car that already handles better and goes faster than your stock selection. And it's almost all downhill from here; once you have a better car, beating the other courses on the first level of difficulty is *much* easier. And then you start to notice the really nifty things about this game.

The graphics, for example: **Words can't quite describe how realistic the inside view is.** You'll see the dash reflected on the windshield, all the gauges move correctly, and the whole view rocks and shifts realistically. The graphic effects (like smoke and mist, soft focus, and heat distortion) add even more realism.

And some of the cars, at least, seem to **handle with surprising realism**. You'll need to pay close attention to the transfer of weight from the front to the back of the car, for example, as it tends to seriously affect traction.

And you can't fault the collection of vehicles here. The lineup certainly isn't huge, but it's like the wine list at a small but expensive restaurant: carefully stocked with prime selections from a variety of categories.

The way I see it, two types of people can appreciate Type-S: those who want to show off the PS2's graphics and those who are really, *really* into cars and driving games. Everyone else should rent it first—it's at least worth that.

Final Score ●●◖

Joe Rybicki

Players: 1-2
Memory Card: 28 KB

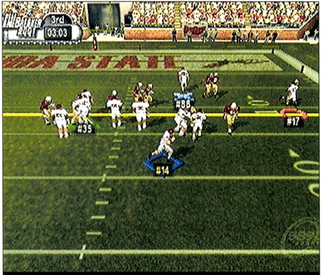
A TOUR OF THE GARAGE

Wondering which cars made it into the U.S. version? Here's the complete rundown—and you may notice it hasn't changed much from the Japanese version. In fact, Square didn't even switch the steering column from the right to the left side of the Japanese cars, opting instead to clearly label them "Japanese models." Er...fine.

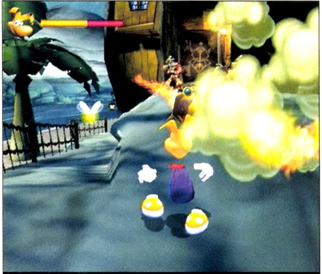
Alfa Romeo Alfa GTV 3.0 V6 24V **BMW** 238 Ci **Honda** Civic Type R • Integra Type R • NSX S Zero • S2000 **Ferrari** 360 Modena • F50 **JGTC** Arta Zexel Skyline • Calsonic Skyline • Castrol Mugen NSX • Castrol Supra • Denso Supra GT• FX/ Massimo Cerumo Supra • Mobil 1 NSX • Pennzoil Nismo GTR • Raybrig NSX **Mazda** MX-5 Miata [NASC] • MX-5 Miata [NBSC] • RX-7 [FCSS] • RX-7 [FDSS] **Mitsubishi** FTO GP version R • GTO Twin Turbo • Lancer GSR Evolution VI • Pajero Super Exceed **Nissan** Cube-X • Fairlady Z Version S 2 by 2 • Primera 2.0 Te-V • Silvia Spec-R • Skyline GT-RV-Spec • Type X **Porsche** 911 GT3 • Boxter S **Subaru** Impreza WRX STi Version VI • Legacy Touring Wagon GT-B **Toyota** Celica • Chaser Tourer V • Corolla Levin GTV • Lexus IS200 • MR2 • MR-S • Sprinter Trueno GTV • Supra • TS020 GT-One **TVR** Griffith Blackpool B340

NCAA Final Four 2001

NCAA Final Four 2001



NCAA GameBreaker 2001



Rayman 2 Revolution

NCAA Final Four 2001

Publisher Sony CEA
Developer 989 Sports
Web Site www.989sports.com

You know that song by Chris Isaak, "Baby Did a Bad, Bad Thing"? Well, Sony has done a bad, bad thing by rushing another sports clunker into our hands. I'll admit I'm shocked by the consistently rotten quality.

The flaws in this bullet-to-the-brain of college hoops are endless. I was whistled for three-in-the-key after watching eight ticks go off the clock! My opponent shot 83% from inside the arc! The behind-the-back dribble has as many animations as I do monopolies! What gives!?

The best of this ugliness includes brilliant rim physics, cheerleaders on the sideline and wily crowds (no sarcasm). There's also an auto-defend button that makes good sense. But the worst parts of the game include **a complete lack of basketball integrity**. Every time I jump to block a shot I either miss the ball altogether or nick the hand of the shooter, leading to foul shots. If I ramp up the difficulty, the opposition takes on the characteristics of Dickens' Artful Dodger. They'll steal the ball from any dribbler at any given angle, at any time. Fun.

Another strangeness within the game is the choice to map faces. Since college ballers can't be licensed (a violation of NCAA policies the way this game is a violation of civil rights), the faces look awkward. This is a conundrum set in motion by PS2's graphical capabilities, but these guys look like a cast of has-beens like Arsenio Hall and Carrot Top. This is forgivable, unlike the rest, but there are too many full-bearded super sophs for my taste. Oh, I should mention that teams down by three with five seconds left are in no hurry to tie the game. Just so you know.

This game had better be a year early or I'm an ugly stallion. If it's not, then that guy howling from atop the nearest mountain is me, telling you to forever deny the desire to buy a Sony sports game.

As a sports gamer who loves great games, I've taken this personally. I'll state this clearly: Do not buy this game or your children will hate you. Yes, Sony did a bad, bad thing (again) and I feel like crying.

Final Score ●

Todd Zuniga

Players: 1-8 players
Memory Card: 62 KB

NCAA GameBreaker 2001

Publisher Sony CEA
Developer 989 Sports/RedZone
Web Site www.989sports.com

It's not often that I can tell how rushed a game was just a few minutes in. But GameBreaker 2001—in every way just **GameDay with school spirit**—certainly fits the bill.

I started off the same way I do with any new college football game, beginning a season with my beloved Tennessee Vols. While waiting almost 40 seconds for the first game to load, I noticed that it was 100 degrees on Sept. 2—not impossible, but still well over 10 degrees higher than normal. And you'd think the torrential downpour coming down might cool things off. But the truly odd thing? You could see everyone's breath!

At kickoff time, things got even better. Maybe I don't know as much about football as I thought, but doesn't it better suit my kicker if the ball is set on the ground at an angle instead of lying flat? Once his mighty kick fell into the returner's hands, I began to realize the joys of the tackling animations. I especially liked it when my defender leaped at the ball carrier as though he saw himself as Superman en route to stopping a crime. At other times, **I managed to send ball carriers skyward with a low tackle or even upend them by picking them up and throwing them over my shoulder**, as if the player had strong WWF hopes. Eventually, my opponent lined up for a field goal, where the holder apparently used the Force to hold the ball in place, as it tiltlessly sat six inches below his hand. (I think his name might have been Luke, but since the players don't have names and you have no EA-like option to name them, I guess I'll never know.)

It was soon time for me to receive a kickoff, in which **"#30" must have intimidated defenders so much that running straight ahead made them *run away* from him**. Then "#8" led his team onto the field, which I found interesting since he hadn't actually been UT's starter since October. If you're going to release a college football game after the regular season, 989, at least update the rosters! It's also nice to be able see the QB when he's in the shotgun formation, but I guess that's asking too much.

If nothing else, though, there's no denying that GB2001 is the best college pigskin game on PS2. Help us, EA. You're our only hope.

Final Score ● ◖

Chris Baker

Players: 1-8
Memory Card: 303 KB

Rayman 2 Revolution

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

Five or so hours into Rayman Revolution, I put down the controller and stepped away from my desk to grab a quick snack. When I returned, I was treated to a charming sight: The lovable limbless hero of the game was dribbling his torso like a basketball, twirling it on his finger, tossing it about like he was trying out for the Harlem Globetrotters.

Now this in and of itself may not be all that interesting. After all, game characters have had amusing idle animations for a long time now. Still, I feel the need to report this tidbit because there's a very good chance you'll never see it otherwise.

And just why is that, you ask? Well, I'll tell you. It's because Rayman Revolution is such **a beautiful, compelling, well-done, enjoyable game** that you're not likely to ever have an idle moment, and as such you may just miss this quirky detail.

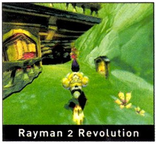
With this PS2 version (although *version* isn't really correct, as the game has new levels, a new hub system, and a greater emphasis on exploration than the previous incarnations of Rayman 2), the gameplay has been refined to near-perfection. Control is simple and effortless, leaving you free to focus on how much fun you're having. The superbly designed levels contain **a nice mix of puzzles, action, mini-games and exploration**, with plenty of secrets to uncover. The game looks like a living cartoon, with so many details and bits of life that you'll often find yourself wandering about, just taking in the sights. And the characters are simply adorable (but in a "manly" sense, as this cast will appeal even to gamers who think Spyro should be throttled for his overabundance of cuteness). Rounding out this package is the bouncy, catchy music. In fact, Rayman's world is so persistent, so alive that it lends an almost RPG feel to what's primarily an action game.

Only a few minor quibbles keep this one from a perfect score—namely frequent load times, very occasional slowdown, and the **typical camera issues that plague 3D platformers**. But even this last problem is easily overlooked, as Rayman still has one of the best cameras in this genre, second only to the Spyro series and Mario 64.

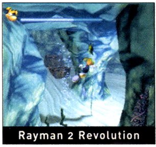
Final Score ● ● ● ● ●

Gary Steinman

Players: 1
Memory Card: 270 KB

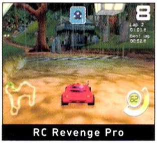


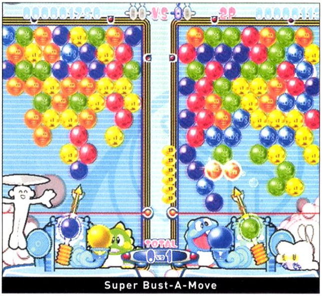
Rayman 2 Revolution



Rayman 2 Revolution

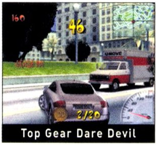
RC Revenge Pro


RC Revenge Pro


Super Bust-A-Move

Theme Park

Theme Park


Top Gear Dare Devil

Top Gear Dare Devil

RC Revenge Pro

Publisher Acclaim
Developer Acclaim Cheltenham
Web Site www.acclaim.com

While playing through one of the tracks in RC Revenge Pro—a spooky house track, specifically—I thought to myself how glad I was to see the game in its shiny new state on the PS2. You see, I was a fan of this particular track—and the original PS one version of the game in general—and I remembered how I was anxiously awaiting the PS2 version a few months ago. But then I also began to think about how little had changed with this particular level. Sure, everything did look nice with its new textures and smoothing, but **is this all that the PS2 is being used for?** Does porting a game to the PS2 only require you to enhance the visuals slightly? Sadly, this seems to be the case. RC Revenge isn't so much a bad game as it is a game that is filled with potential that has been dropped on the market without much care.

One way to be certain of this is actually in the graphics department. **Yes, things have been significantly improved visually, but why—WHY—are there areas with slowdown?** And why are there parts where the game will fall into a lower resolution mode or fail to alias things correctly? I'd highly doubt this was due to Acclaim Cheltenham's coding abilities (these former Psygnosis guys did a great job on the PS one version), but rather the team not having enough time (like a good majority of holiday releases).

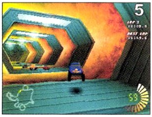
To Acclaim's credit, there are some areas with new touches such as **moving characters in backgrounds and special effects** (like reflecting puddles on the ground), but these do little to enhance the game. Also, a new world was added (although it's not as good as most of the others). But on the downside, the camera was moved closer to the cars, which alters the play a bit (for the worse in my opinion). Also, **the game itself seems to have been slowed down a tad, making it less intense**. What's that all about?

This can only be recommended to PS2 owners in dire need of a kart racer. And that's such a shame.

Final Score ●●◐

Sam Kennedy

Players: 1-2
Memory Card: 199 KB



RC Revenge on PS2 looks immediately more impressive with its better textures and fancy smoothing effects.

Super Bust-A-Move

Publisher Acclaim
Developer Taito
Web Site www.acclaim.com

Ever since its inception on the Neo•Geo eons ago, we've all seen what seems like hundreds of iterations of the Bust-A-Move games. And they've all followed basically the same formula, which is to say, you shoot different-colored bubbles to try to match the colors together. And it's a really good formula, but unfortunately it has changed very little over the years. And **with this latest game, once again little has changed**. It features elements of previous versions, but some aspects are now unfortunately missing.

Still, with all sorts of really bright animations and other special effects, it's by far the best-looking version of the game yet. I was actually a bit surprised by some of the cool graphical touches found in later levels. They're simple, yet add a lot to the overall feel. Other areas of the game are just as they should be. Music and sounds are similar to the games of the past, which means they're charming and fit nicely. And the gameplay is just as addictive as it always has been.

But that doesn't necessarily mean it's the best version of the game. **Bust-A-Move 4 for the PS one offers lots more gameplay features than this new "Super" game**, and it's likely about half the price, too. If graphics aren't as important to you, you might want to stick with that version. Either way you win.

Final Score ●●●

Sam Kennedy

Players: 1-2
Memory Card: 124 KB

Theme Park Roller Coaster

Publisher Bullfrog
Developer EA Games
Web Site www.ea.com

Let's be very clear from the start: If you're expecting a game that's drastically different from Sim Theme Park for the PS one, you're in for a disappointment. TPRC is in most respects simply a cleaned-up version of the older game.

But you know what? Sim Theme Park cleans up well. Really well. **TPRC manages to address nearly every complaint I had with STP**, and then some. For example, you now have the ability to wander around in your park—and more importantly, ride all the rides!—right from the start; you don't need to earn the privilege. And this first-person mode is much slicker than in the PS one game: Riding roller coasters, for instance, actually imparts a feeling of speed. In the previous version, all it offered was a big, fat headache. And building those roller coasters is a great deal more fun due to **a more user-friendly and robust coaster design engine**.

Unfortunately, the ultra-annoying tutor makes an unwelcome return in this version. There have also been a few adjustments to the menu interface that made navigating through the multitude of options a bit more of a hassle than before—but that may be because I got so familiar with the previous version.

Sim games may not be for everyone, but TPRC makes a solid showing as the first on the system.

Final Score ●●●●

Joe Rybicki

Players: 1
Memory Card: 245 KB

Top Gear Dare Devil

Publisher Kemco
Developer Papaya Studios
Web Site www.top-gear.com

You have to admire the cajones of a team that calls it's game "Dare Devil" and then forces you to play a third of the game pootling around in tiny little cars designed to resemble such euro-classics as the Mini, Citroen 2CV, Smart and a tiny ugly-assed Fiat. Where's the dare devilin'? Cranking these babies up to, ooh, 30 miles an hour and crashing into street signs is hardly Evel Knievel, is it? **The stunts and high-speed shenanigans don't start creeping in until about a third of the way through**, when you are provided with some more substantial vehicles.

Although you'd be fooled into thinking that this is a racing game, it's actually different from the usual fare. Instead of racing for checkpoints, TGDD requires that you race around **beautifully modeled and realistic-looking cities** collecting coins against the clock. If you plan your route correctly you can pick up all the necessary coins (plus a bunch of clocks that will keep the timer from running out) and complete the level. It's actually very simple, but it's oddly compelling. A lot of people tried it and failed to really get to grips with it, since the early levels—while amusing thanks to their mini-vehicles—lack the thrills required to keep you excited. You really have to stick with it to get to the meat of the game.

Though it certainly won't win any awards, TGDD is strangely addictive.

Final Score ●●●◐

John Davison

Players: 1-2
Memory Card: 241 KB

"...INSTANTLY INTELLIGIBLE, MIND-BOGGLINGLY VAST, AND A TOTAL GAS TO PLAY....MAKES FOR ONE HELLUVA VIDEOGAME" - GAMER'S REPUBLIC, SEPT 2000

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- NOV 2000 EGM

"DRIVING THROUGH THE SPECTACULAR TERRAIN IS A BLAST" - EGM OCTOBER 2000

"A - ...THE BEST DISPLAY AND TRUEST TESTAMENT TO THE PROCESSING POWER OF THE PS2 TO DATE."
- GAMERS REPUBLIC OCTOBER 2000

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SMUGGLER'S RUN

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- **Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.**
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PlayStation 2

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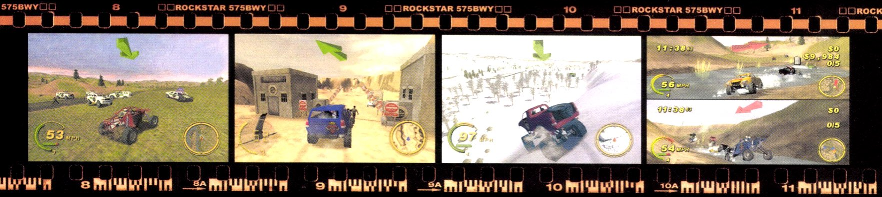
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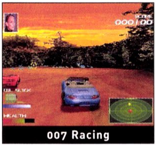
TEEN T CONTENT RATED BY ESRB

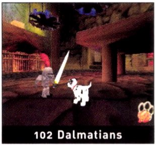
Animated Violence

guidance recordings

Angel STUDIOS



007 Racing



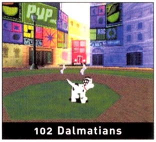
102 Dalmatians

Activate
Complete code

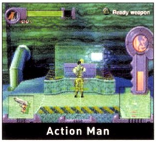
Action Man

ENEMY
HEALTH

007 Racing



102 Dalmatians



Action Man

007 Racing

Publisher EA Games
Developer Eutechnyx
Web Site www.ea.com

It's like Driver meets Bond. *Speed* meets Radio Shack's remote control car sale. *Gone in 60 Seconds* meets *Manhattan*. There are cars, there are guns, and there is a dash of 007 wit to loosely tie it all together. The result: a surprisingly fun affair.

The non-fun part is that 007 Racing is **too hard too soon**. The third level is nearly impossible, taking a couple hours of "do-overs" to complete. The fifth level can take one run. Sure, there's a storyline to consider, but the early levels are such bastards. You can't just pick up and play. You'd better commit some time if you plan on completing them.

But the difficulty doesn't take away from the diversity. That's the one thing that keeps you charging toward the finish line, motivating you to save the world, get the girl, and never shed that crisp tux. Uncovering them is half the fun; unfortunately, **the most fun levels also turn out to be the easiest**. Boo! Hiss!

At first you'll save the striking doctor, shoot down a chopper, then race over a bridge in the nick of time. Next you'll be speeding around New York City, picking up items with no time to spare. To ensure you don't have an easy time of it, you'll have to keep a decent top speed or your car goes kablooey.

Don't expect 007 Racing to drop your jaw. But it's a good time. Just expect lots of difficulty along the way.

Final Score ●●●

Todd Zuniga

T **Players: 1 player**
Memory Card: 1 block

102 Dalmatians: Puppies to the Rescue

Publisher Eidos
Developer Crystal Dynamics
Web Site www.eidos.com

Go ahead and read this first sentence. Done? All right, now—and be honest here—did you move your lips at all? No? Then you're probably "advanced" enough to skip past this game and maybe try something a wee bit more mature. In fact, if your age has reached double-digits, then you should also pass on this one.

See, unlike the movie, which has elements that appeal to the adults in its audience, 102 Dalmatians is **a kid game in the truest sense**. And that's a good thing, as it's not just a poorly made game repackaged for an audience that's not supposed to know better. Instead, what you have here is a well-done 3D platformer, with just the right amount of challenge to keep the small fries happily occupied. Even the voice-acting—which reminds me of a hammy kindergarten teacher acting out the parts in a reading of, say, *Charlotte's Web*—is quite appropriate for the tykes, despite being overly grating to a grumpy old gamer like me.

Best yet, you can unlock **six diverse mini-games**, including minigolf, a race level and what may be the best Checkers sim on the PS one. These six games could easily stand alone as a decent $10 offering, but when combined with an already solid game, they just serve to further raise 102 Dalmatians well above all the kiddie litter that's out there.

Final Score ●●●◖

Gary Steinman

E **Players: 1**
Memory Card: 1 block

Action Man: Operation Extreme

Publisher Hasbro
Developer Blitz Games
Web Site www.hasbro.com

I was under the distinct impression that Action Man was a bit of a kids' thing. Am I wrong? If it is, doesn't it seem a bit odd that this is a T-rated game? Surely that instantly alienates the entire audience by virtue of the fact that they're not supposed to be able to play it?

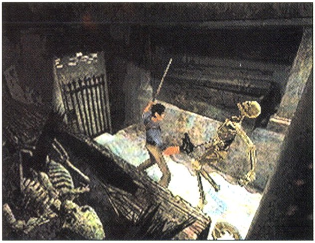
Still, despite this weirdness it's actually **a surprisingly compelling game that doesn't deserve to be overlooked** as it no doubt will be. Dished up with a Saturday-morning cartoon vibe, the game blends simple action gaming with a poor-man's Metal Gear approach to achieve something that's somewhat flawed, but quite playable. The AM toy line is adequately represented throughout, but it's never rammed down your throat in such a way as to be obnoxious. Action Man himself is exactly what you'd expect, but his opponents are a bizarre mix. It has to be said that despite the Solid Snake-style posturing, the first really big boss battle has more in common with *Little Shop of Horrors* than Metal Gear Rex. I was almost expecting a chorus of "Feed Me Seymour."

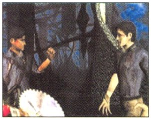
It's **simple to control, very efficiently designed, and has a subtle humor** that's really quite charming in a Masters of the Universe kinda way. If it was only 10 bucks I'd heartily recommend it. As a full price game, I'd have to suggest a rental.

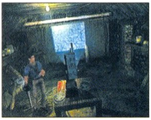
Final Score ●●●

John Davison

T **Players: 1**
Memory Card: 1 block







Evil Dead: Hail to the King

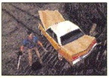
Less than groovy

Publisher THQ
Developer Heavy Iron Studios
Web Site www.thq.com

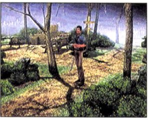
I think Axl Rose said it best: "Where do we go? Where do we go now? Where do we go?" Sure, the world might have thought he was singing about a sweet child o' his back in the late '80s, but I know better. I'm convinced he somehow managed to play Evil Dead: Hail to the King more than a decade before it was even developed—because those were my exact words for half of the game's six hours or so of play. It's not that I mind the occasional spat of wandering aimlessly—this is a Resident Evil-style adventure game, after all, and such instances come with the territory. But there's just so *much* of it that the only thing holding my interest was the game's premise as a sequel to the cult-classic *Evil Dead* films. Unfortunately, the evil forces behind this frustrating gameplay element must have been chanting "join us" in such an alluring manner as to attract its undesirable kin. They're everywhere. And despite a few positives that might make Hail to the King somewhat enjoyable, the annoyances add up to turn it into an overall disappointment.

What else rears its ugly head, you ask? The ugly heads of the Deadites, for one thing—too often. They respawn on some screens in such a relentless manner that fighting them eventually only depletes your health. Even though you as Ash come equipped with a chainsaw in place of a right hand (not to mention an axe and three types of guns for the left—boomstick included), the game's **poor battle system** virtually ensures that the hits will keep a' comin'. The prerendered backgrounds often position you so far away from the action that it's difficult to see if you're actually swinging or shooting

CONTINUITY SCHMONTINUITY



Apparently, Ash still has the same set of wheels he left in medieval times in *Army of Darkness*. But *Evil Dead* fans more likely see such frequent lapses in continuity as a tribute rather than a mistake, as it's something that's seen almost as much in the films.



in the proper direction—a lot of times you're not. Also, **don't be surprised if you can't even see yourself or an enemy** because they're off of the screen.

The less-than-precise control you have over Ash doesn't help matters, either. This was most apparent to me during the Witch Doctor boss battle in which you can only inflict damage by hitting pillars and pelting him with rocks falling from the ceiling: I often found myself getting stuck on these pillars, unable to leave. Due to an infrequent save system that might have you doing 10 minutes of tedious actions just to get back to the fight, you can imagine my frustration when **I lost repeatedly due solely to the poor control**. I've never thrown my controller so hard—it's a testament to Sony manufacturing that it survived through the rest of the game.

But Hail to the King still isn't a complete disaster, especially for diehard fans of the films. In addition to **a somewhat-intriguing new story** told through some decent (though not overly impressive) computer-generated cinematics, you'll also encounter characters from the film (very *dead* characters from the film) and familiar locations like the projector room, complete with active phonograph and bloody pipes. Bruce Campbell himself provides the voice of Ash as only he can, and you can even make your Deadite skirmishes a little bit easier by delivering a one-liner and deflating its ego. It's worth playing if you're a connoisseur of "splat-stick." If you're after the next Resident Evil, though, don't get your hopes up. But don't worry; you'll get one eventually. All you need is just a little patience.

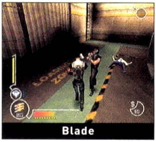
Final Score ●●◖

Chris Baker

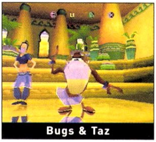
M

Players: 1

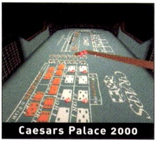
Memory Card: 2 blocks



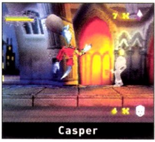
Blade



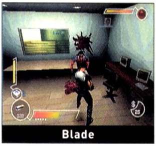
Bugs & Taz



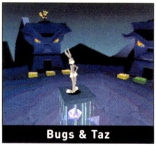
Caesars Palace 2000



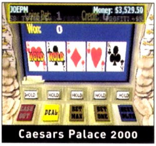
Casper



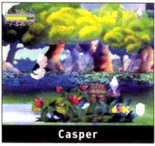
Blade



Bugs & Taz



Caesars Palace 2000



Casper

Blade

Publisher Activision
Developer Hammerhead
Web Site www.activision.com

Recently, vampire games have been too easy to mock. The likes of Vampire Hunter D and Countdown Vampires both sucked and bit, greatly satisfying fans of the bad pun. Fortunately, though, the latest game featuring immortal creatures of the night, Blade, isn't quite as lacking as its bloodsucker-based brethren—all the more amazing since it also serves as a prequel to a hit movie, which in turn was based on a comic book. But that's still not to say that it's anything better than average.

If nothing else, Blade certainly stays true to its roots. You want a **dark, gritty, profanity-laden game** with more gore than a post-Election Day newscast? You've got one. By using the game's innovative, timing-based targeting system to blow the head off a zombie, fill a human vampire servant with lead, or slice through a "suckhead" with your silver sword, you can expect a healthy splattering of blood on the wall as the undead lay in pools of maroon below. Throw in some nicely detailed graphics (check out the Daywalker's perfectly rendered hair and tattoo) and **a somewhat engaging story**, and you've got something that's instantly identifiable with its source material.

It's just too bad that Blade's flawed gameplay takes away from the fun-factor department. Though I did enjoy using a wide assortment of weapons along with several types of ammo for each, changing between them just so I could be better equipped against the next confronted enemy got quickly annoying—especially with a less-than-intuitive control scheme. You've also got an inconsistent camera to deal with that often results in one of the **many cheap ways for you to die**, your overall inability to turn around and flee quickly being another personal favorite. And you'd better not save a game unless you're healthy with plenty of health packs—once you do so, there's absolutely no going back to a place you visited before, and you start out from each save point in the exact same physical condition.

Problems aside, though, Blade certainly achieves a respectable level of decency. If you're aching to take a walk on the dark side, it might just satiate you for a while.

Final Score ●●◖

Chris Baker

M

Players: 1

Memory Card: 1 block

Bugs Bunny & Taz: Time Busters

Publisher Infogrames
Developer Artificial Mind & Mvmt.
Web Site www.infogrames.com

Forget for a moment the obvious problem with this game—I mean, when would Bugs and Taz *ever* team up, and for a quest that involves saving Daffy Duck, of all things! Maybe the three of them share the same agent, or maybe they all needed some quick cash. Who knows...

Regardless, the game works well, primarily because it lets you play as either Bugs or Taz, switching between them to overcome obstacles and open up different areas. Each character has his own strengths, adding a nice assortment of moves to the game. You can even perform several neato team-up maneuvers, or play cooperatively with a buddy. Time Busters also has **plenty of diverting mini-games**, from sports-like challenges to skill-based puzzles. Meanwhile, the solid voice-acting and the atmosphere does justice to the Looney Tunes license. Keep in mind, though, that unlike its predecessor (Lost in Time), **this is truly a kid game**—it's *much* easier to play.

It's too bad the graphics suffer from so many problems, like copious pop-up and limited character models. Also annoying is the jumpy, sometimes nausea-inducing camera. With more polish, Time Busters might have ranked among the better 3D platformers. As is, though, it's a decent choice for younger players.

Final Score ●●●

Gary Steinman

E

Players: 1–2

Memory Card: 1 block

Caesars Palace 2000

Publisher Interplay
Developer Runecraft
Web Site www.interplay.com

This is without a doubt the worst casino game I have ever subjected myself to. It's not just that the game is clumsy. That's certainly bad enough; the betting interface is painfully awkward, and the navigation—especially on big-table games like Craps and Roulette—is nothing short of excruciating. And it's not just that it lacks key games, like, say, any real Poker.

Consider the fact that the game interface is **riddled with needless zooms, camera pans and animations that can't be turned off**. Take Blackjack, for example: Roughly half the time you can't even tell what your hand is until the camera performs a dramatic zoom down to the table... which leaves the dealer's hand far off screen. Or take Craps as another example: Let's say you have several bets on the table when the dice are thrown; the game will report each and every loss or win separately. Ridiculous. And let's talk about the slot machines for a sec. Should it really take 10 to 15 seconds for a spin to be completed? **Have these people ever *been* to Vegas?!**

Really, the only reason to even consider this game is for its unusually detailed Coaching mode. But even this is plagued by inaccuracies and inconsistencies. Do yourself a favor and pick up Vegas Games 2000 instead; it has twice the content with a fraction of the frustration.

Final Score ◖

Joe Rybicki

E

Players: 1–4

Memory Card: 1 block

Casper: Friends Around the World

Publisher Sound Source
Developer Realtime
Web Site soundsourceinteractive.com

Let's see...take an old-school cartoon ghost, cripple him so that he has to walk nearly everywhere, give him lots of annoying voice-overs, put him in caricature cities throughout the world, make those levels small and boring so that they won't appeal to the target audience, but throw in **some stupidly complex navigation** so that really young kids can't enjoy it either. Oh wait, there are ridiculously simple Breakout-style segments, too! Yeah, sounds like a hit to me.

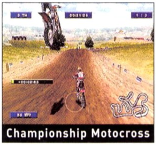
Final Score ●◖

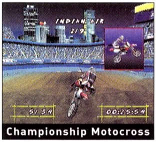
Joe Rybicki

E

Players: 1

Memory Card: 1 block


Championship Motocross


Championship Motocross

Championship Motocross 2001 Feat. Ricky Carmichael

Publisher THQ
Developer Funcom
Web Site www.thq.com

Before you read any further, know this: Last year's Championship Motocross was not only my favorite game of its genre, but it also inspired me to become an actual motocross fan. I'm not so sure that CMX2001 would fill that role had I played it first, though.

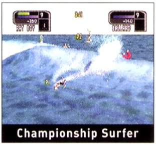
Sure, some new things have been thrown in, and it's still a decent racing game; but the additions do little to enhance things, and **in some ways the gameplay has taken a turn for the worse**. The new Career Mode, for example, does nothing more than replicate the Championship Mode with a created racer instead of an actual one. A Freestyle Mode appears this time, as well, though no computer competition exists. As you listen to horribly worse music, you'll also race across **more tracks this time—it's too bad none of the 20 are nearly as engaging as those found last year**, when each was easy to distinguish from the others and had a sort of personality of its own. You're not gonna find any beautiful natural arches in the desert or stately Irish castles this time, for instance. Nor will you face any inclement weather, have trees or rocks to run into, or race any 500cc-class bikes.

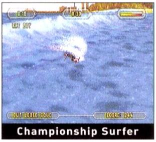
Even with all that's missing from last year's version, though, you've still got a solid racer with some nice physics and a great overall look. It just could have been so much better.

Final Score ●●●

Chris Baker

Players: 1-2
Memory Card: 1 block


Championship Surfer


Championship Surfer

Championship Surfer

Publisher Mattel Interactive
Developer Kronos
Web Site www.mattel.com

I think if I were to develop a surfing game, this is what it would be like. Championship Surfer attempts to give the surfing genre a boost by dishing out a gameplay that would appeal to fans of games like Tony Hawk's Pro Skater. Offering all sorts of tricks and bonuses, the title is a good attempt at making video game surfing fun. A good attempt, yes, but it still suffers from one inherent problem: Surfing games aren't fun. No matter how many tricks you can come up with, it's still just you, your board, and the same waves over and over again.

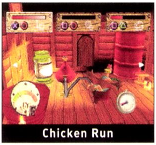
My first impression of Championship Surfer wasn't a good one, as the controls were quite difficult to get a grasp on. Thankfully, the game was compelling enough for me to want to learn how to pull off more moves. Things became much easier after a while, but still, even after hours of play, **I never felt like the controls were that solid**—but at least not horrible, by any means.

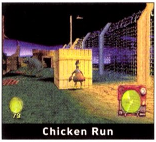
Championship Surfer should really appeal to surfing fans, though, as it does offer **lots of realistic elements to go along with the fun trick-based gameplay**. The surfers you play as are actual talents of the sport and there are plenty of options that can affect the dynamics of how you perform. Which is exactly what you'd expect from developer Kronos, which is made up in large part of surfing enthusiasts. It's worth checking out.

Final Score ●●●

Sam Kennedy

Players: 1-2
Memory Card: 1 block


Chicken Run


Chicken Run

Chicken Run

Publisher Eidos
Developer Blitz Games
Web Site www.eidos.com

Like the movie, Chicken Run deserves praise for its innovation, good looks and gentle humor. In fact, the game's sharp graphics at times come pretty close to mimicking the movie on the PS one. The game itself is a quirky mix of Tenchu and Metal Gear Solid (really!) for the younger set, with a handful of quick mini-games thrown in. Also excellent is the voice-acting and the well-integrated cutscenes from the film.

But unlike the movie, Chicken Run has some major glitches. **The biggest problem is the camera**, which switches from fully rotatable to fixed angles at the most inconvenient times. Meanwhile, the walls seem to be lined with glue; get too close to one, and you'll inadvertently press up against it in stealth pose—a real hassle when you're trying to outrun a vicious guard dog. Finally, Chicken Run is **just way too short**.

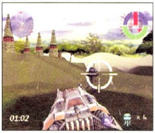
Ultimately, the game raises an interesting chicken-or-the-egg question. With gorgeous cutscenes, solid graphics and mildly amusing gameplay, Chicken Run is basically a six-hour ad for the newly released DVD. But if you haven't already seen the movie, would you even consider the game? And if you have seen the movie, wouldn't you already know whether you want the DVD?

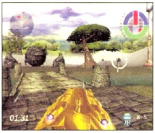
My best advice? Rent this for a younger gamer who's a *Chicken Run* fan. And save your cash for the DVD.

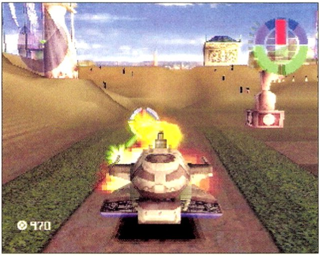
Final Score ●●●

Gary Steinman

Players: 1
Memory Card: 1 block







Star Wars Demolition

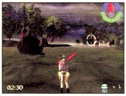
Vigilante 8 in fancy dress

Publisher LucasArts
Developer Luxoflux
Web Site www.lucasarts.com

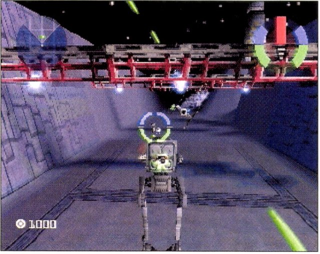
Every Star Wars fan will no doubt have the same initial reaction to Demolition...you look at it for about five seconds and you want it to burn in hell. I've not seen a single positive initial reaction from anyone; whether it was to actually playing the game for a while or even just hearing the premise. Here...try it for yourself and make a note of your first, primal gut reaction. Ready? Star Wars Demolition is Vigilante 8 with Star Wars stuff. Not only that, but it's not even a realistic take on the idea...it's some fantastical guff with some ludicrous story about Jabba starting an illegal tournament, yadda yadda, blah blah. Sounds great until you see things like a rancor running around the surface of the Death Star or a Podracer going backward on Hoth. Can you feel the revulsion churning in the pit of your stomach?

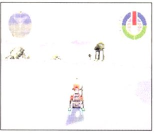
Give it a chance, though, and it actually reveals itself to be a decent game. Remember, this is developed by Luxoflux, the guys who made Vigilante 8. There's no denying that V8 was a great game, and it's clear that the core of Demolition owes one hell of a lot to this heritage. You just have to get over all this Star Warsy stuff piled on top, and for a long-term fan it's quite tough. I guarantee you'll spend the first hour or so making "Tttt" noises and yelling profanities at the ridiculousness of it all. "Why the hell does Boba Fett look so stupid?" Or, "you wouldn't fly a snowspeeder on Tatooine; that's

BOBA FETT LOOKS LIKE A DORK



I never thought I'd see the day that the toughest badass bounty hunter in the universe would be reduced to this: dangling from his rocket pack looking like a complete fool as he zips around the arenas. How the mighty have fallen.





"just dumb." It just seems so, I dunno, blasphemous. And what makes it seem even more bizarre is that it's LucasArts-endorsed blasphemy. We've all gotten so used to the strict rules and regulations that surround the Star Wars universe and govern the integrity of it, that when something like this comes along **it just seems, well...wrong**.

Play for a couple of hours, though, and you do get over it. At the end of the day the game wears its V8 heritage on its sleeve. So much so, in fact, that in places you can spot things that have been lifted directly. Remember the rocket launcher thing that looked like a food mixer in V8? Well that's in here, and it's simply been tweaked a little so that it hurls thermal detonators skyward.

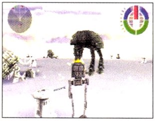
The main single-player missions are all focused on Jabba's ludicrous tournament and take you to places like the Naboo, Tatooine, Hoth and even the Death Star. Each of the arenas have a number of environmental hazards, like the Sarlacc pit that grabs people and sucks them down. You cruise around picking up weapons and blowing the bad guys away by shooting at them again and again and again and again. It's standard vehicular combat fare, and it's reasonably distracting. I wouldn't call it a laugh-riot or anything, but it's OK. **The controls are adequate, it looks acceptable, and there are plenty of weapons.** Some of the other single-player modes are quite interesting too, though... most notably a "hunt-a-droid" game that I think I actually enjoyed more thanks to its more structured objectives.

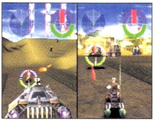
Demolition really comes into its own when you crank it as a multiplayer game. It may only offer two-player shenanigans, but it does help build the sense of competition. Playing it like this elevates the fun levels and proves to be the true heart of the game. If you have a competitive streak, wreaking laser death upon your buddy as he struggles to control an AT-ST is very satisfying, and can inspire some Star Wars-themed smack-talking, which in itself becomes extremely competitive and helps provide an atmosphere more conducive to forgiving the game its thematic curse.

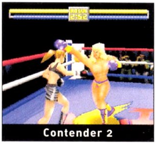
Final Score ●●●◐

John Davison

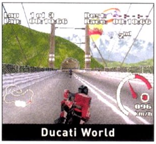
Players: 1-2
Memory Card: 1 block



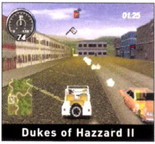




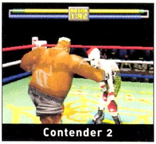
Contender 2



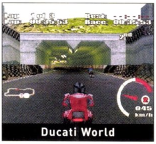
Ducati World



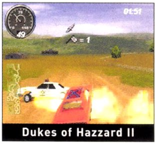
Dukes of Hazzard II



Contender 2



Ducati World



Dukes of Hazzard II

Contender 2

Publisher Bam!
Developer Victor Interactive
Web Site www.bam4fun.com

At first glance one might mistake Contender 2 for a poor-man's Ready 2 Rumble. Let me correct this mistake. Contender 2 is the undisciplined, half-baked, penniless man's R2R. And that's being kind.

It's really not the bad graphics or the lack of depth that tears me apart with this one. At one point I didn't watch the screen, but continued hitting the same buttons over and over, and when I turned to check the screen I found my opponent wobbly kneed. Then, when trying to square off without the complications of using combinations, I found that neither boxer—myself nor my opponent—took enough damage to cause any serious problems.

I care a great deal for boxing matches that last into the late rounds, hitmen testing their iron wills to reach back and throw one devastating blow, but that's not what's going on here. One dope can't knock out another dope because the game is flawed. The only person you'll *really* want to knock out is your raspy-voiced manager who shouts out the same two instructions over and over and over (get the point?) without regarding the action.

Sure, **it's only $10, and that almost legitimizes it**. But search around on Web sites or on eBay.com, and find a cheap copy of Knockout Kings. Contender 2 is the sequel that shouldn't have been made.

Final Score ●

Todd Zuniga

Players: 1-2 players
Memory Card: 1 block

Ducati World Championship Racing

Publisher Acclaim
Developer ATD
Web Site www.acclaim.com

It's somewhat surprising that such a high-class vehicle manufacturer as Ducati would allow their name to be attached to such a mediocre product. Sure, the game includes lots of different bikes (all Ducati models, of course) dating as far back as the '50s, and these are represented by fairly accurate in-game models—accurate enough to be instantly recognized by fans of the bikes, anyway.

But that's about all that's in any way exceptional about Ducati World. **Most frustrating are the absolutely awful graphics.** Though the game does throw some pretty smooth lighting effects at you, the textures are extremely low-quality, and the polygon-sorting issues are simply horrendous. I don't usually give too much weight to technical graphics issues, but in this case it makes a big difference: The pop-up and lack of perspective correction actually pose serious problems. Because the track-edge texture goes all crooked, straightaways look like they have turns in the middle of them—which turns out to be an unpleasant surprise when you're setting up to take the turn! And because of the pop-up, you often can't see turns that actually *are* there.

While **the controls are fairly smooth**, the flaws with the engine make for a sloppy, unsatisfying game. Only Ducati fans need apply.

Final Score ●●◐

Joe Rybicki

Players: 1-2
Memory Card: 1 block

The Dukes of Hazzard II: Daisy Dukes it Out

Publisher SouthPeak
Developer SouthPeak
Web Site www.infogrames.com

If you're looking for a game that captures the spirit of the classic show, you've found it. Southpeak has apparently done everything they could to faithfully capture the feel of Hazzard County. All the familiar characters are voiced by the real-life actors; even Waylon Jennings returns as The Balladeer, chiming in with suggestions like, "Now, this might be a good time to catch your breath" as the next segment of the level loads—perfectly reproducing the familiar pause before the commercial break.

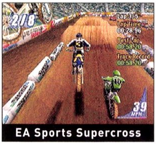
But this charming detail masks a symptom of the game's most fundamental flaw: The basic engine is awfully weak. With such sparse level design, there's absolutely no reason to have to break up the environments in such a way, or to have the **awful draw-in and pop-up** that awaits around every dusty, underpopulated corner. And what makes it worse is that the vehicle handling is so poor. You'll find yourself sliding all over the road, and usually missing a turn because it simply wasn't drawn in time. **You just never feel as though you're really in control.**

If the atmosphere of Dukes of Hazzard II were applied to, say, the Driver engine, we'd have a nostalgic gem on our hands. As it is, though, it's shallow, boring and ultimately disappointing.

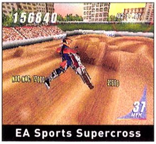
Final Score ●●

Joe Rybicki

Players: 1-2
Memory Card: 1 block



EA Sports Supercross



EA Sports Supercross

EA Sports Supercross

Publisher EA Sports
Developer Page 44
Web Site www.easports.com

Remember Supercross 2000, the last dirt-bike game from EA Sports? If you were like me, you raced a couple tracks, finished in last because you had no sense of control, and quickly called it quits. Thankfully, that's not the case at all for their latest effort.

This time out, you're not going to get stuck in the mud at every turn, and things are focused a lot more on exciting races than on realism. And—despite a disappointing yet passable framerate—exciting races are exactly what you'll get. Unlike the only other decent recently released game of its genre, Championship Motocross 2001, just about every race is close. If you're lagging behind, you can even catch up with the power clutch, a true-to-life feature not found in any other motocross game. Meanwhile, a couple of commentators do a mostly accurate job of calling the action, though their words don't take long to repeat themselves (apparently, "a good, clean race" is *every* race).

It's also refreshing to see **a stunt competition that actually looks good** (sorry, Freestyle Motocross) and includes some competition so that you're not just trying to beat your own best score. Better yet, freestyle competitions are integrated into some of the circuits, along with the welcome addition of outdoor motocross tracks. It all combines for the best in the current generation of motocross games.

Final Score ●●●◖

Chris Baker

Players: 1-2
Memory Card: 1 block

ROY JONES JR
TERRY NORRIS
BOXING
HBO
ROUND 1

HBO Boxing

KEN NORTON
VIRGIL HILL
SWOLLEN NOSE
HBO
ROUND 1

HBO Boxing

HBO Boxing

Publisher Acclaim
Developer Osiris
Web Site www.acclaim.com

Ahh, yes, a boxing game with a catch! This doozie's flavored with the HBO license. I'm not sure if anyone cares about HBO or their slim boxing lineup anymore (I don't), but this game certainly won't move any boxing fanatics away from the pricey pay-per-views and into this PS one ring.

When it's all said and done and your mouthpiece is laying ringside, this game is your basic stuff, where men strike at opposing beefcake men and women strike at other less beefcakey women. You'll notice after a few rounds that the major problem with HBO Boxing is the boxing.

It's a nice try. **There's outstanding depth in the Career Mode**, but after you've named your boxer, filled out his/her statistics and readied him/her for his/her first bout, you'll have to box. And that's not any fun. Within the Career Mode you'll even get to pick your management, carefully dispersing valuable attribute points. But at the end of it, you'll end up boxing, which, as I've hinted, sucks.

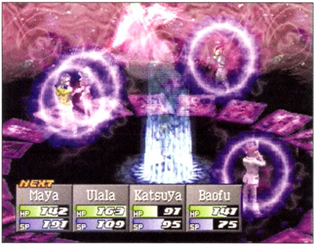
In the ring **the boxers move slowly and awkwardly, lunging around**. There's attempted innovation: You switch your punching hand with L1 to offer up a different barrage of punches, but it makes combinations more work than they should be.

With Knockout Kings 2001 on the shelves, there's no reason to hop onto the HBO bandwagon. Go rough up your little brother instead.

Final Score ●●

Todd Zuniga

Players: 1-2 players
Memory Card: 1 block



Baofu
Heh.
Well, they say, "Women are demons"...
Let's beat some sense into you...

Igor
A Joker is the heart's shadow. The heart exists only when there is light and dark.
You can't just make it disappear.

Persona 2: Eternal Punishment

A moody, modern and macabre RPG

Publisher Atlus
Developer Atlus R&D1
Web Site www.atlus.com

There are deep RPGs (as in, "Man, I'm a dozen hours into this game and I still haven't scratched the surface of this battle system."), and then there are deep RPGs (as in, "Whoa—so reality is nothing more than our collective perceptions of the world, and thus the very essence of our universe can be manipulated through rumors and casual conversation. Duuuude, that's heavy!").

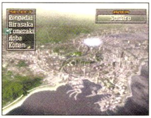
Persona 2 is a deep game. In both senses of the word.

In fact, Persona 2 is so deep that (dare I say it?) it may be a bit much for everyone but the most hardcore of RPG players. Like I alluded to earlier, **the battle system takes considerable effort to get a handle on**, and requires serious forethought and constant adjustment in order to get through some of the tougher fights. Unlike many recent PS RPGs, you'll need to spend plenty of time leveling up, building up cash so you can afford the latest equipment, and experimenting with different battle setups to unlock powerful (and necessary) fusion spells. And if your gameplay experience is anything like mine, you will die more than once, as you tweak and strengthen your characters to take on the tougher foes.

But whereas a battle system that requires this much work can often get frustrating, in this case it's quite satisfying. That's because Persona 2's system is both unique and rewarding. I really enjoyed, for example, the pacing of the battles. While they're turn-based, they feel **more like a real-time strategy**, as you can set your moves and then let the battle play out in "real time." Meanwhile, you can pause the action at any time and adjust your strategy, changing anything from which Persona you'll be summoning to which spell you want to unleash.

Also unique is the Contact option, which lets you negotiate with the demons rather than fight them. Depending on who does the talking and how you respond to the demons' queries, you can receive tarot cards (necessary for summoning new Persona), information, items, cash—or in some cases a vicious attack if you incur a demon's wrath.

This depth of gameplay is matched by a rich, absorbing story. Set in current times, Persona 2 centers on a group of 20-somethings who get caught up in a macabre tale of murder, betrayal and mystical mumbo-jumbo. The plot is full of thought-provoking adult themes (and some salty adult language too)—although there are some annoying holes in the story early on, particularly when Persona 2 refers back to its predecessor. The translation, while serviceable, is somewhat stilted, as it retains a lot of the Japanese idioms that don't directly translate into English. And while I sometimes got confused over who's doing what and why, I found that if you just roll with it, things clarify pretty quickly.



Also worth mentioning is the map system, which is one of the most intuitive and easy-to-use setups ever in an RPG. It does away with the clunkiness of a typical overworld while retaining a sense of scope and depth. The graphics deserve praise as well, not for technical achievement (it lags far behind, say, Final Fantasy IX or Chrono Cross), but for its distinctive style that helps set the tone for this dark, moody game.

Final Score ●●●●

Gary Steinman

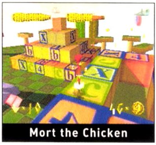
Players: 1
Memory Card: 3 blocks

King of Fighters '99

Mega Man X5

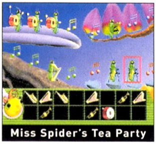
Miss Spider's Tea Party

Monster Rancher


Mort the Chicken

King of Fighters '99

Mega Man X5


Miss Spider's Tea Party

Monster Rancher

Mort the Chicken

King of Fighters '99

Publisher Agetec
Developer SNK
Web Site www.agetec.com

Kudos to Agetec for picking up SNK's latest PlayStation fighter and bringing it out in the States. KoF '99 is the perfect new PS one game for fans of SNK fighters and possibly fighting game fans in general.

KoF '99 will immediately catch your eye with its **impressive-looking 2D graphics**. The backgrounds look stellar, and often feature a good amount of moving animations. In addition, they change between matches, which adds a nice flair (although it's a shame there aren't more backgrounds). Character animations aren't bad, either.

Another strong point of the game is simply the amount of characters that you can choose from; all the popular old ones plus plenty of new guys. There's so many here that you could spend days just trying to figure out which ones suit you best.

As with all SNK fighters, KoF '99's real highlight is its two-player battles, and one of the cool new features about this game is that, by pressing the correct buttons on the PS controller that coincide with the characters on screen, you can effectively select your character order without letting your opponent know.

And with lots of extras like art galleries, KoF '99 is definitely a worthy fighter. However, fighting game fans not familiar with the SNK style might want to rent it first, as it's not for everyone.

Final Score ●●●●

Sam Kennedy

Players: 1-2
Memory Card: 1 block

Mega Man X5

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Thank goodness for Capcom, a company that is willing to keep 2D gaming alive. Honestly, if it weren't for the occasional 2D game here and there, I don't know how I could take this job much longer. Playing Mega Man this month was such a fresh change of pace over the usual 3D drab that I'm so accustomed to, it almost brought a tear to my eye. So here's hoping that Capcom will continue to keep the 2D games coming well into the next generation of game consoles. If only to please the few of us who still care about them.

But with that said, here's also hoping that Capcom will be able to invent some new gameplay ideas for Mega Man, because with this latest title it's becoming more and more apparent that **we've all played this game before**. Several times. There's really nothing new here at all, which means that it can only really be recommended to those of you who are diehard Mega Man fans. Or, like me, gamers who just need a new 2D title here and there.

For this Mega Man X, however, **Capcom has really upped the difficulty**. Even with the unlimited continues, it's not easy to make it through some of the tight spots. Often this is due to the button combinations that the game—and most Mega Man X games for that matter—require of you (such as climbing a wall while charging), but often it's also due to just the placement of enemies. Oh yeah, and some tough bosses. MMX5 does offer the option to turn your charger to always on, but this isn't much of a saving grace.

This time around, Capcom has also placed a bigger emphasis on story, which I'm not exactly too keen on. **It sometimes gets a little tedious to read through lines of text**, when all you really want to do is just go out and blast stuff (I mean, this is Mega Man, after all). Also, the game likes to dish out obvious pointers to you in areas that any capable gamer would know how to solve. It's just an interruption of the action if you ask me. It is kind of neat, though, that depending how quickly you finish the game, you're awarded different endings.

Hardcore MM fans should check this out. For anyone else, though, it's probably better as a rental.

Final Score ●●●◖

Sam Kennedy

Players: 1
Memory Card: 128 KB

Miss Spider's Tea Party

Publisher Simon & Schuster
Developer Hypnotix
Web Site www.simonsays.com

Miss Spider will surely appeal to fans of author David Kirk, but it **may not hold the attention of any but the youngest children**. Even 4-year-old Kelsey completed the game in roughly half an hour—granted, that was on the easiest setting, but the more challenging levels seemed to discourage her even more quickly. What's worse, there's little incentive to replay any of the mini-games. So, even though the distinctive graphics stay true to the story, Miss Spider may be too simple for most kids.

Final Score ●●●

Bob and Kelsey Conlon

Players: 1
Memory Card: 1 block

Monster Rancher Hop-A-Bout

Publisher Tecmo
Developer Tecmo
Web Site www.tecmoinc.com

Every time I popped in my copy of Hop-A-Bout, I noticed an interesting phenomenon. Anyone in the vicinity wandered into my office, snickered for a moment at the cutesy graphics and seemingly silly gameplay, and then begged for a shot at the controller. After about an hour, a small crowd usually gathers, some staring dumfounded at the TV screen, others shouting and jerking about in spasmodic fits, trying vainly to use some body English to get ol' Suezo or Mocchi to cheat over a bit. Soon, competitive tourneys were springing up throughout the *OPM* staff.

And that's when I realized **Tecmo has a minor gem on its hands**—and an unlikely one at that. Starring four popular Monster Rancher creatures, Hop-A-Bout has you, umm, hopping about on pogo sticks through 100 timed levels, chock-a-block with obstacles and power-ups, in a race to the end. Control is as basic as can be: Use the directional pad to move your character—and that's it. There's also a full level editor that lets you create your own levels and save them onto a memory card.

I only wish you could change characters in the one-player game, as it would be much easier to finish those later levels—some of which are absurdly difficult—if you could pick the monster whose abilities are best-suited to meet the challenge.

Final Score ●●●◖

Gary Steinman

Players: 1-2
Memory Card: 1 block

Mort the Chicken

Publisher Crave Entertainment
Developer AndNow
Web Site www.cravegames.com

Mort the Chicken has some really cool loading screens that include wacky send-ups of classic paintings from the likes of Michelangelo, Grant Wood (*American Gothic*) and Roy Lichtenstein.

There ends the positive portion of my review.

Oh, wait—I just remembered something else: **I finished the entire game in just a few hours, so the pain was mercifully limited**. And I should also mention the music—chicken clucks, warbles and squawks set to a hip-hop beat. It's so irritating that I intentionally blasted the sound to annoy my co-workers. That was fun.

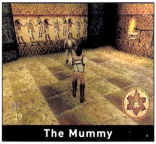
In fact, **Mort is so bad that I had to manufacture all kinds of fun to get through it**. Like getting real dizzy from the camera, and then running around the office trying not to puke my guts out. Or forcing myself to laugh at all the forced humor (that was a toughie). Or spotting the same backgrounds and graphic elements that reappear in level after level. My favorite bit of fun, though, was trying to make sense of this game's "story." But then I read the manual, which cleared it all up for me. "Oh no! For no reason at all, the Boolyon cubes are chick-napping all the chicks from Mort's world," it says.

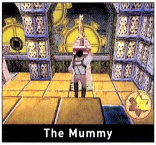
Hey, maybe they're onto something here: After all, why bother coming up with a storyline for a game that no one should bother playing?

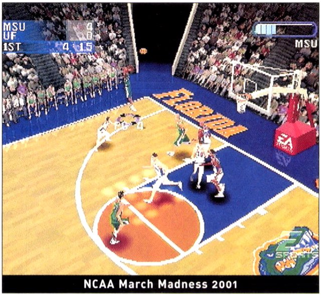
Final Score ●◖

Gary Steinman

Players: 1
Memory Card: 1 block


The Mummy


The Mummy



NCAA March Madness 2001

The Mummy

Publisher Konami
Developer Rebellion
Web Site www.konami.com

I claim quite the reputation for film snobbery, a true upper-middle brow critic among the masses of underexpecting viewers. So I was surprised when my eyes glowed along with the rest of the dullards at *The Mummy*. And it wasn't just the English beauty, either. I'm above that.

But can this surprisingly pleasant film translate into a good game? Can Brendan Fraser mirror the brash spirit of Indiana Jones? Maybe—and not quite.

Really, the game isn't the dud one might think [sort of like the movie]. It's basically Indiana Jones meets Tomb Raider meets *Blast from the Past*, er, *George of the Jungle*. Or some such purée.

My major gripe is that **the puzzles lack any serious innovation**. You'll push big stone blocks, tip over sarcophagi, and avoid spikes, but it's all basic stuff. Also, **it's too easy to waltz into a quick, surprising death**. A lag in concentration means a big hunk of stone might crush you, or you'll be buried alive.

Other bothers: Rick O'Connell [not really played by Fraser] runs like a big oaf. And where is the in-game memory card manager? [See pg. 28 in Spin.]

Overall, it's a decent spin-off that *The Mummy* movie fans will enjoy. Otherwise it's an average game with average excitement, making the whole experience quite average.

Final Score ●●◖

Todd Zuniga

T
Players: 1 player
Memory Card: 2 blocks

NCAA March Madness 2001

Publisher EA Sports
Developer Black Ops Entertainment
Web Site www.easports.com

Something has gone terribly wrong. It's like that part in the movie where music starts playing in soft, lilting, eerie tones and you know things are going to end awfully. Then lights flicker or an axe is planted in someone's neck or an odd mishap causes someone to lose his or her mind. Sadly, there was no music to predict EA's surprise disaster, March Madness 2001. This was unexpected.

I'm not overstating my case. Last years March Madness was awesome, it was the bomb, it was all that and a bag of chips. I thought it was better than Live [stop your grumbling!]. But **this year's version lacks energy, excitement, Dick Vitale's vitality and the overall emotion that made the last one such a hit**.

Let's start from the beginning. Last year: excitable crowds and Dickie V shouting, "He's a skywalker, baby!" This year: bored, sleepy crowds, and such classic quotes as, "This will test your innards." What? I liked Vitale's energy, but I didn't realize how much a part of the fun he was. Now I know, and knowing hurts.

Last year: Shot blocking was easy, way too easy. This year: I don't know how to tell you how to get a shot in the paint if there's a defender around. **You better be wide open, or you'd better like feasting on leather**.

Here's an excellent addition [alert!, the following comment is dripping with sarcasm]: Once in an all-too-frequent while, when inbounding the ball to a wide-open guard the ball will simply roll past him. It's great. Sometimes you get the ball, sometimes your opponent does! Fun!

Oh, and when it comes to breaking the trap, forget about it! Instead, your happy, smiling teammates will take their patient time wandering to the offensive half of the floor. And what's better than a one-on-five break? You guessed it: Nothing.

Let me mention the good parts. First, **you can unlock moves and dunks for your players** to execute [though most of them helicopter your players out of control]. Second, the franchise mode is still cool with the recruiting and all. But that's it.

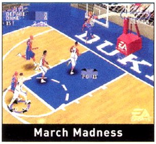
I feel like I should grab my MM2001 disc by the shoulders and shake it until it comes to its senses. But all is already lost. What a shame.

Final Score ●●

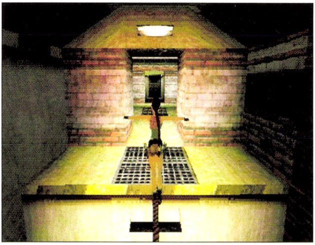
Todd Zuniga

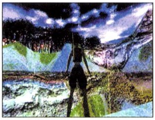
EVERYONE E
Players: 1-8 players
Memory Card: 14 blks.

March Madness



March Madness





Tomb Raider: Chronicles

Lara's dead...huzzah!

Publisher Eidos
Developer Core Design
Web Site www.tombraider.com

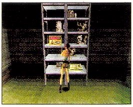
There are three constants in the universe: death, taxes and a new Tomb Raider game once a year. You'd think the lackluster sales of The Last Revelation would be a hint to Eidos. They should either kill this franchise or re-create it.

Well, technically I guess they are doing the latter, but not before subjecting gamers to one last really-really-real, final sequel on the PS one...honest.

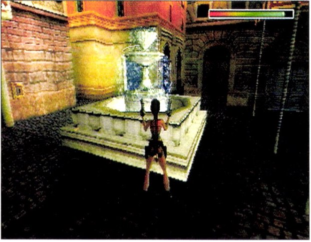
Basically Chronicles is an attempt to cash in on the hype surrounding the upcoming Tomb Raider movie. It's reflected in the game. **The whole thing feels like an afterthought**, like the developers didn't really give a damn about creating anything that's actually worth playing. Imagine my surprise, then, when I stumbled across a few enjoyable levels as I suffered through wave after wave of cheap enemies and illogical puzzles.

No, I'm being serious. In spite of myself, **I felt content after finishing about five different levels** in Tomb Raider: Chronicles. It's been four years since I've felt that way with a TR game. I don't know if it was a fluke or if Core has some new maverick designer working

BODY MOVIN'



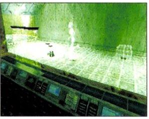
Although the new crawling/flip command given to Lara in Tomb Raider Chronicles is definitely a good thing, the rest of her new moves would have been best left on the cutting-room floor. The tightrope and search moves are particularly useless. There have to be other ways besides stupid balancing acts and hiding key items inside nondescript shelves to add some real challenge and innovation to Tomb Raider. Core needs to stop cutting corners.



for them, but bravo!

It also must be said that the setup for Chronicles is rather original. As three of Lara's friends sit around Croft Mansion, having just attended her memorial, they reminisce about some of her past adventures. It's a good way to offer four completely different gameplay settings without having to worry about a decent segueway to each. It's also a good way to bring back long-forgotten characters from the first game (those being Pierre and Larson). It's been a long time since a Tomb Raider game had a decent plot.

Unfortunately, a good story isn't enough to save Chronicles from the mediocrity that's become a trademark of the series. **The control is still way too frustrating.** It's still designed to be a 3D Prince of Persia, and the increasingly organic look of each level (which is to say almost devoid of straight lines and 90-degree angles) makes it next to impossible to judge jumps or even see where to go next.



And that's another problem. Sure, Tomb Raider is supposed to be dark, but Chronicles is dark to a fault. A lot of times you can't even see Lara on the screen. It reduces the experience to wandering around aimlessly, constantly firing your weapons in the hope that the muzzle-flash will light the area enough to see the next switch you need to pull.

Rounding out the whole frustrating experience is the multitude of different ways Lara can meet her maker. The problem is that **half the time you won't even know why Lara is dead**. From overzealous guards who'd rather hunt her than save themselves from a sinking sub to random, fiery explosions that may or may not set Lara ablaze, the irritation factor reaches a new high with every subsequent, unavoidable death. How the developers went from the wonderful puzzles and traps of the original game to this stupid "die 12 times to see exactly how to avoid this trap" formula is beyond me. It's also precisely the reason these games aren't selling like they used to.

Lara does have a couple new moves, though. One of which is actually useful. When crawling through an air duct, if you get to a ledge that Lara needs to climb onto, rather than turning around and hitting the action button, just pressing jump while she faces forward will flip her to the floor. Sure, it's a small touch, but it's very likely the best innovation this franchise has seen since its inception. Kinda sad, when you think about it.

Core Design maintains that this is the best Tomb Raider game yet. I beg to differ, since it still doesn't hold a candle to the first title. That said, Chronicles is **probably the best sequel in the series thus far**. That's a dubious honor when you consider most of the games have downright sucked. Still, there are a few flashes of what one might consider creativity here and there, proving that Core isn't too far gone.

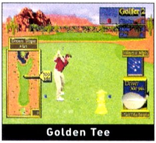
Personally, though, I'm sick of Lara in her current form. Still, Tomb Raider: Chronicles is a step back in the right direction as far as game design goes. At least I came away excited to see how Lara turns out on the PlayStation 2. That's something, anyway.

Final Score ● ● ◖

Greg Sewart

Players: 1
Memory Card: 1 block

Golden Tee



Golden Tee

Peter Jacobsen's Golden Tee Golf

Publisher Infogrames
Developer Incredible Technologies
Web Site www.us.infogrames.com

It's possible that you're an ex-frat social chair longing for the riches of student loans and the love and attention of the Tri-Delt house. Or maybe you're low on cash and can't swing up to the corner bar where Golden Tee is inevitably situated smartly next to the Pop-A-Shot. Might be that you're a recovering alcoholic trying to avoid the neighborhood tavern. But if you fit into one of these three categories, chances are you'll probably have a heck of a time with the PS one version of Golden Tee.

The game is simple to play and difficult to dominate. You'll have to pay close attention to the wind and what club you're using, and you can curve, hook and slice your ball for some wicked shots. All this makes it like other golf games, except **it's *so* easy to play**. If you have a Luddite friend who's never played games before, this is a perfect starter.

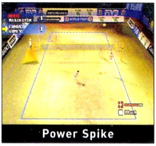
Keep in mind this isn't the arcade, so the graphics aren't awe-inspiringly sharp. Still, the game looks good enough to get the job done. There are also **four gameplay modes that spice it up**, including Club Roulette where you'll be handed one of the many clubs in your bag, randomly, for each shot. Talk about challenge.

This might be the perfect party game for fans of competition, golf or just distraction while sipping down a few brews before a night out.

Final Score ● ● ● ◖

Todd Zuniga

Players: 1-4 players
Memory Card: 2 blocks



Power Spike

Power Spike

Power Spike Pro Beach Volleyball

Publisher Infogrames
Developer Carapace
Web Site www.infogrames.com

I started digging beach volleyball during the Sydney Olympics. The women of Brazil were playing the women of the U.S. on my television, so I couldn't resist admiring the jaw-dropping beauty along with the tactical two-on-two skill. Sadly, no amount of real-life goodness can save the PS one effort, though. Even with the brainy and bonny Gabrielle Reece representing this version of volley, it's still flawed.

The controls are terribly jumpy. Disastrously jumpy. If you risk playing with analog you better be at attention or you'll find your 'baller on the other end of the beach. The sketchiness of the collision, too, is problematic. More than occasionally you'll miss serves that seem aimed for a good bumping. Or you'll try to dig a ball that should be no problem, but it skips away untouched. Things like this take the volleyball out of this volleyball. Blocking at the net is stupidly risky, too. There's no rhyme or reason why you'll corrupt some spikes while others sail past.

The nation-wide tournaments are a nice touch. If you can keep a winning streak going (which is tough with the collision issues) you'll end up winning some big-name tournaments. You'll compete against all kinds of volley stars, which is cool. But, even my newfound crush on Gabby Reece can't raise this score.

Final Score ● ● ◖

Todd Zuniga

Players: 1-4 players
Memory Card: 1 block

Razor Freestyle Scooter

Razor Freestyle Scooter

Razor Freestyle Scooter

Publisher Crave
Developer Shaba Games
Web Site www.cravegames.com

It's possible to enjoy Razor Freestyle Scooter. It's possible to enjoy it quite a bit, actually. But you'll have to put aside some principles first.

First, the principle of originality. **This is simply Tony Hawk on a scooter.** Tony Hawk's Pro Scooter, if you will. Developed by Shaba Games, Razor clearly uses the Grind Session engine; what's interesting is that for some reason the shift from skateboard to scooter actually emphasizes the similarities between this engine and Tony Hawk's. Now, I don't think that's necessarily a bad thing; I'm all for games that are fun to play. But you may have a harder time swallowing the fact that this is more or less a shameless knockoff of a successful game than I do.

And second, the principle of restraint. With only three "real" levels—plus six (admittedly interesting) tiny, puzzle-oriented "challenge" levels—this game was **clearly rushed out to capitalize on the sudden scooter craze**. But the fact that the game retails for 20 bucks makes this a little easier to deal with, especially if you consider it to be simply an add-on level pack to Grind Session—which, in essence, it is.

And Razor is actually a pretty entertaining game. Short as it is, it's hard to recommend for seasoned Tony Hawkers as more than a rental, but for the price it's worth checking out nevertheless.

Final Score ● ● ●

Joe Rybicki

Players: 1-2
Memory Card: 1 block

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